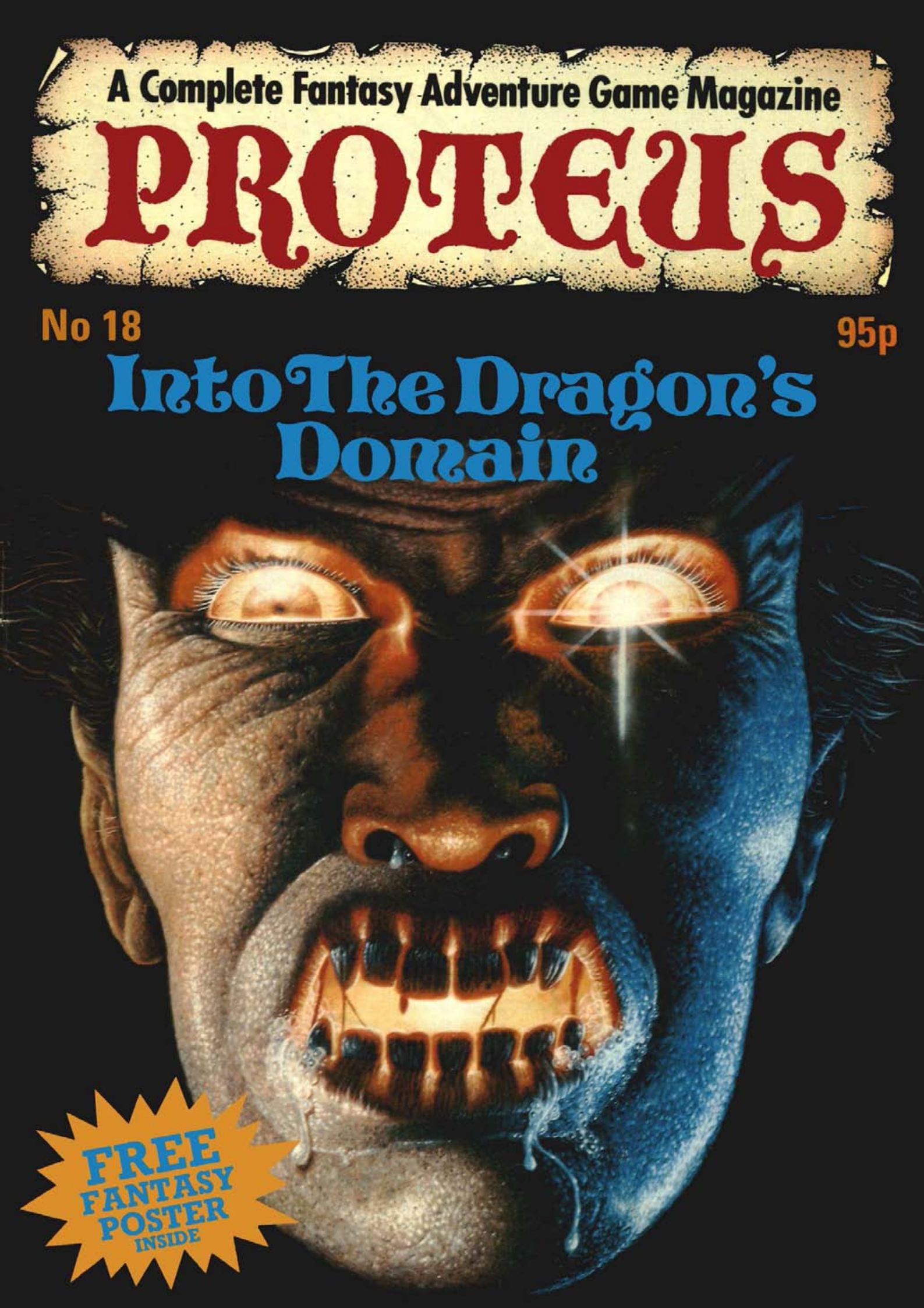
A Complete Fantasy Adventure Game Magazine

PROTEUS

No 18

95p

Into The Dragon's Domain



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PROTEUS No.18

Into The Dragon's Domain by Brian Allanson

No. 19

NEXT MONTH:
BONESHAKER'S MOUNTAINS OF FOREVER

The drums! The drums! The devilish jungle drums beating a tattoo of madness deep into your brain! All about you the hostile jungle night steams with menace, and ominous forms, dark and sleek, splash close by your fragile canoe. It seems an age since you and the loyal remnants of your adventurous crew left your ship, *Dragonchaser*, and set off upriver in the narrow dugout canoe.

The foetid smells of the river stink in your nostrils. The smell of mud and rotting vegetation mingles with the sweat that clings to everyone's skin. This expedition to pursue Corelli the Butcher and take back the treasure he stole from you is proving a nightmare.

No. 19 ON SALE
FRIDAY APRIL 15, 1988

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet.*

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

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Introduction

You are about to enter a strange and fantastic world of long ago. Weird creatures, mysteries, dangers and magic abound. As an adventurer of some experience, you are strong, wise, courageous and agile. You will need all of these qualities if you are to succeed in your next quest. You may also need a little luck!

Fate/Fortune

Testing your Fate: Your *Initial* Fate/Fortune score is decided at the beginning of your adventure by rolling one dice and adding 6 to the score. During the course of your quest, you may lose or gain FATE points—you add or subtract these to whatever your current Fate/Fortune score is. When you "Test your Fate", you throw two dice: if the score is the same as, or less than your current Fate/Fortune score, you have been lucky. If the numbers add up to more than your Fate/Fortune score, you have been unlucky. In the text, you will be told which section to turn to in either case.

Before you begin the quest take two dice, a pencil and a few sheets of paper on which to map your progress. As you will have to fight many battles along the way, you must first determine your level of dexterity and strength.

Dexterity and Strength

Roll one dice, add six to this number and make a note of it. This is your *Dexterity* score and shows your skill in swordsmanship.

Now roll two dice, add twelve to this number and make a note of it. This is your *Strength* score.

These scores will alter as you go along. You may, for instance, lose strength points in battle. You may restore your strength by eating a meal. One meal restores five strength points. You must remember though, that *your Strength and Dexterity Scores must never exceed their initial value determined by the throw of the dice at the beginning of each adventure.*

Rules for Fighting

On the way you will meet people and creatures you may choose or be forced to fight. Each will have its own Dexterity and Strength scores given in the text.

To resolve a battle:

1. Roll two dice and add this to you opponents Dexterity Score. This is its *Fighting Power.*

2. Roll two dice and add this to your Dexterity Score. This is your *Fighting Power.*

3. If your Fighting Power is greater, you have scored a blow and wounded your opponent. Subtract two points from its Strength Score. If your opponent's Fighting Power is greater, it has wounded you. Subtract two points from your current Strength Score. If both scores are the same, you have parried each other's blows. Neither loses points.

The next round of battle proceeds in exactly the same way. Repeat steps 1, 2, and 3 until either your score or your opponent's is zero. A zero means death.

Losing and Gaining Points

Sometimes you will be awarded extra points during the adventure. Add these to your score but **remember you can never exceed the initial value set at the beginning of the adventure.** You may also lose points due to some difficult activity. Simply deduct these from your current score.

Replenishing Strength

As you read on you will discover what weapons, additional equipment, money and rations you may take on your journey. There will be sufficient food for a set number of meals. Make a note of each meal you eat, each piece of gold you spend and each object you find. Use your rations, money and equipment wisely. You have a long and difficult road ahead.

Your Quest Begins...

In the centuries long past, the people of the province of Culhaver used to celebrate their successful harvest of the crops by travelling across Yarrowdale moor to the mountains to give thanks to their god who had sent them rain when needed and sunshine to follow the rain. It was on this day of celebration in the mountains, one year long ago, that a fearful dragon appeared, swooping down from the sky and attacking the defenceless gathering villagers. He became known as "Dagmor the Terrible". Spitting tongues of flame he laid waste to the land and to the villagers themselves. Many perished that day, and from that day forward the mountains have been known as the mountains of sorrow.

With the destruction wrought by Dagmor the Terrible the mountains became desolate, craggy and haunting—few creatures lived there and dense clinging mists appeared without warning and lasted for days. Over the following years the dragon wreaked havoc across the land and among the people. No champion could be found to challenge the might of this evil, cruel monster and people left the area in droves seeking a peaceful life elsewhere. Then one year the attacks stopped as suddenly as they had started. Rumours spread across the land speedier than a forest fire. "The dragon has been slain."—"He's left to find better lands."—"Perhaps he died of old age." Whatever the answer was, peace fell upon the land once more and the villagers could tend their cattle and crops in safety.

Recently there has been a series of small earth tremors and this has coincided with the return of Dagmor the Terrible who once again plagues the land, burning crops with his fiery breath, attacking the cattle and the workers in the fields, carrying the survivors away to his lair in the nearby mountains of sorrow. Many of the villagers have sought the aid of wandering knights. Some brave and gallant fighters of fortune accepted the challenge, travelled into the mountains and were never seen again. The dragon pillaged on.

The head villager of Mittleden, the largest nearby village, is a miller by the name of Silas Oast. He had petitioned the High Sheriff of Culhaver to offer a reward for the slaying of the dragon. The High Sheriff would do

DEXTERITY
STRENGTH
FIGHTING POWER
FATE/FORTUNE
THE
QUEST
SUEET
RATIONS
ITEMS DISCOVERED
SPECIAL REFERENCES/
NOTES

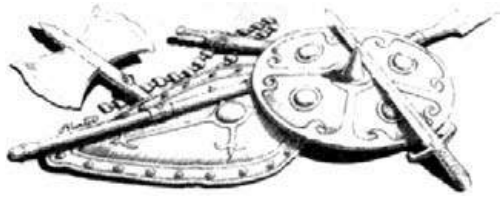
nothing about the dragon himself, so he was quite happy to offer a reward of 3000 gold pieces, believing that no-one would ever succeed in the task.

Whilst passing through Mittleden, your curiosity has been aroused by the large reward-either the High Sheriff is rich and generous, or the perils of defeating the dragon are so great as to stop most would-be challengers even considering the quest. In all of your past adventures you have never yet been frightened off by the dangers of battle, and although dragons are no easy prey, you decide that today should he no exception and choose to meet the challenge. Silas Oast informs you of the general location of the dragon's domain and tells you that you should travel Northwards to the Moorlands. In the hamlet of Yarrowdale you will find a guide at "Old Tom's Drinking House", who will lead you across the treacherous marshes, mires and mists that claim many a life on Yarrowdale Moor.

That night you rest at Mittleden Inn and rise at dawn, breakfast and prepare yourself for the hazardous adventure ahead. Before leaving Mittleden, Silas provides you with food for the day's journey ahead to Yarrowdale. There you will be able to obtain provisions for the rest of the journey. Thanking Silas for his help and information you leave the village with a last wave of thanks to the pensive but hopeful miller.

The day's journey to Yarrowdale is thankfully pleasant and uneventful and as you make your way onto the higher ground of the moorland's edge you receive your first glimpse of the distant hamlet of Yarrowdale. By early evening you have arrived at the hamlet and with only seven houses it is very easy to find "Old Tom's Drinking House". Making yourself known to your host—old Tom himself-you are provided with a hearty meal and tankard of fine ale. You are joined by another traveller who has learnt of your intended quest. "Perhaps I may be of some assistance" he quietly suggests. He is an old gentleman of about sixty five, with the experience of many years travelling written in his face. "I have travelled these parts greatly in my time and have made the study of the dragon my particular . . . hobby, you might say." He goes on to tell you how one day, travelling in the mountains he came across a cave mouth in a remote valley. Just inside the cave mouth sat a hobgoblin, sword in one hand and a leg of roasted meat in the other. The hobgoblin was apparently talking to himself and it soon became clear that this cave was one that lead to the dragon's lair itself. He gives you a detailed description of how to locate the remote valley and tells you that old Tom's son will act as a guide across the moors and into the mountains. "But be warned," he adds, "the dragon is no fool. He is very powerful and a deadly opponent. Firstly, he is able to cast a spell which would charm you into becoming his slave—or even his dinner! In addition to this, like most dragons, he can breathe fire. However, you may succeed in finding some defence against the flames. Your first task will be to find a wise old hermit who lives in the caves. Once he was a friend of mine—now, a prisoner of the dragon. He can tell you of the three ingredients needed to make a potion of fire resistance. Unfortunately, I know only one of them—amber. When you have found the three items you must locate an old alchemist, another of the dragon's many prisoners. He can brew the potion for you, but remember to treat him with great respect and courtesy. In addition to the potion, somewhere deep within the caves, lost long ago, is the "Dragonshield"—forged in an age long gone from the scale of some fierce ancient dragon. This too will reduce the effect of the dragon's fiery breath."

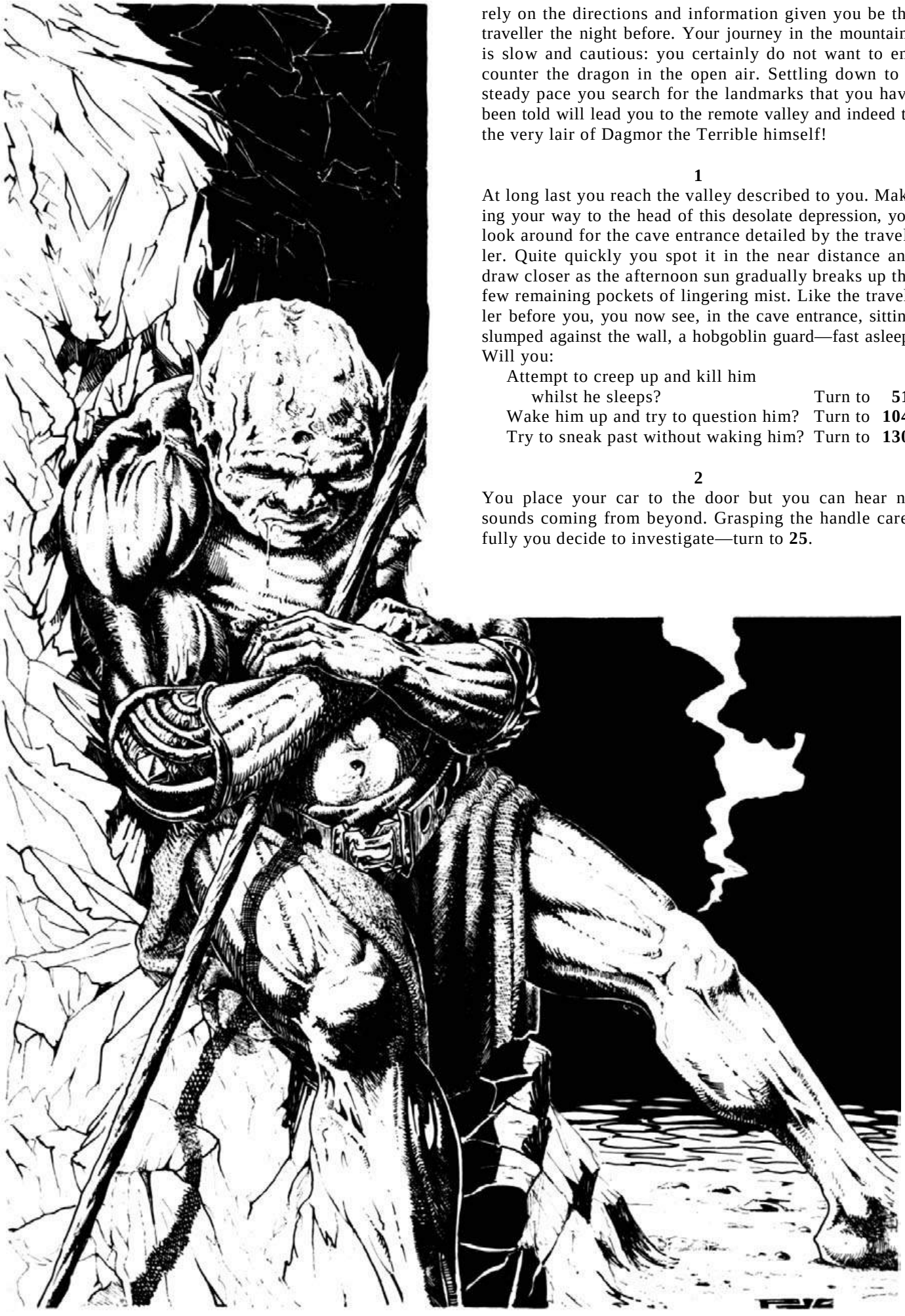
You are pleased that you can gain protection from the flames, but what worries you most is the thought of being charmed, and you convey this concern to the traveller. He informs you, however, that guarded within the caves is a magical protective helm wrought from solid gold. Set in the front piece of the helm is a magnificent golden-yellow topaz. The person who wears this helm is immune to the dragon's magic. "One more piece of advice my adventurous friend "he adds," a renowned hero died in those caves-he too thought he could slay Dagmor the Terrible. He carried with him a special sword inscribed with the words: 'Albus the Avenger'. Find it and use it. It was specifically forged from a fallen meteor for the purpose of slaying dragons. So remember these words: hermit, potion, shield, helm, and sword. Find these and you may indeed slay Dagmor the Terrible."



Old Tom's Drinking House has no rooms and so you spend a thoughtful night dozing by the fireplace. In the morning you are provided with enough food for five meals by old Tom's son and you spend breakfast talking about the journey ahead across the moors. Soon after daybreak you set off across the hazardous moors with Laban, old Tom's son, guiding the way. After a few hours travelling you have been made very aware of the need for your guide-marshes, quagmires and quicksand abound.

By late morning you reach the mountains and it is here that Laban wishes you good luck, presenting you with his lodestone compass to help you, should you get lost in the caves. "If you succeed," he says, "return to this point and light a signal fire. I will return to guide you back."

Once more you are on your own and you must now



rely on the directions and information given you be the traveller the night before. Your journey in the mountains is slow and cautious: you certainly do not want to encounter the dragon in the open air. Settling down to a steady pace you search for the landmarks that you have been told will lead you to the remote valley and indeed to the very lair of Dagmor the Terrible himself!

1

At long last you reach the valley described to you. Making your way to the head of this desolate depression, you look around for the cave entrance detailed by the traveller. Quite quickly you spot it in the near distance and draw closer as the afternoon sun gradually breaks up the few remaining pockets of lingering mist. Like the traveller before you, you now see, in the cave entrance, sitting slumped against the wall, a hobgoblin guard—fast asleep. Will you:

Attempt to creep up and kill him whilst he sleeps? Turn to **51**.
Wake him up and try to question him? Turn to **104**.
Try to sneak past without waking him? Turn to **130**.

2

You place your car to the door but you can hear no sounds coming from beyond. Grasping the handle carefully you decide to investigate—turn to **25**.

3

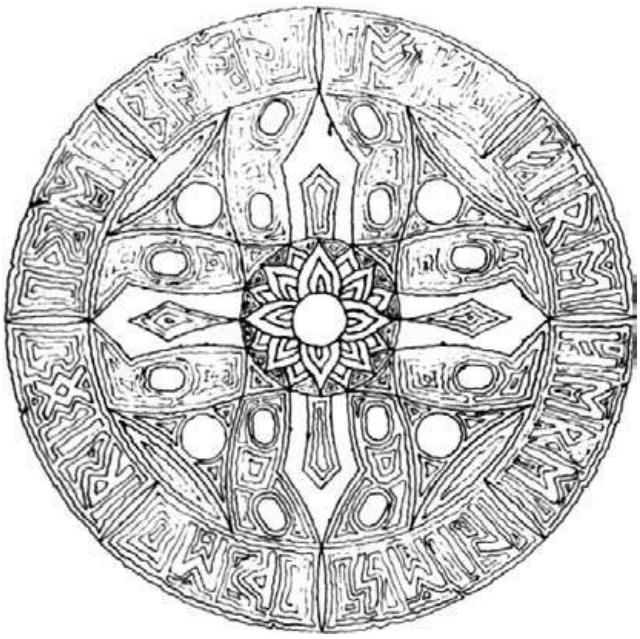
Taking the box with the powder and spoon over to the fire, you sprinkle one spoonful on the flames. A plume of red smoke erupts over the fire releasing a pleasant, scented fragrance as it does so. In the centre of the plume you see an image slowly forming. Within a few seconds the static image turns into a moving scene enacted before your very eves. A small man can be seen fighting what appears to be a Rock Troll. The man has almost lost the fight when he grabs a nearby torch and thrusts it towards the Troll's face. Whilst watching this enacted scene you become aware of thoughts being placed within your mind: "Rock Trolls are afraid of fire. But beware!—Their favourite trick is to pretend to be asleep." You have been forewarned and so forearmed. Make a Special Reference under the heading: "Troll Information: 44". Will you now:

Leave the chamber? Turn to **86**

Place another spoonful of the powder on the fire to gain further information? Turn to **131**.

4

Throw two dice. If the numbers on both dice add up to equal to or less than your Fate/Fortune score, turn to **30**.



5

You stare deep into the design as you speak the number, and the whole design begins to glow, increasing in brightness until you have to shield your eyes. When the glow fades, you look in vain for any sign of a ring, only to discover it . . . already on your finger. You have a ring of fire resistance. Now it is time to proceed around the bend and onwards, North-West—turn to **123**.

6

The second Fire Imp falls dead to the floor; swiftly, you take the amber necklace and place it inside your jerkin. You have won the first of the ingredients necessary to make a potion of fire resistance: make a note under the heading, "Potion Reference: Amber—59". Now you must decide which way to continue: if you arrived from the West, the only way forward now is North-turn to **22**. If you arrived from another direction, you may leave by the Western exit if you prefer—turn to **114** to go West.

7

You turn to leave. Throw two dice. If the numbers on both the dice add up to equal to or less than your Fate /Fortune score turn to **185**. If they add up to more than your Fate/Fortune score turn to **26**.

8

After making your way slowly along the tunnel you see another torch flickering in the distance. Making your way ahead carefully you arrive at a T-junction. The three paths of the junction lead North, South and East. Against the West wall of the junction is a strong wooden door, by the side of which, fixed firmly to the rock is the torch lighting the immediate area. You listen carefully for a while but can hear no sounds. No-one and nothing is about-you are quite alone. Turn to **107**.

9

You make your way over to the table to take a closer look. There appears to be nothing unusual about the table, and the casket also appears quite ordinary, apart from the fact that you notice that it has hardly any dust on it at all. It would seem that the casket has been recently opened. You attempt to carefully open this curious box. Turn to **53**.

10

Throw two dice, if the numbers on the dice add up to equal to or less than your Fate/Fortune score turn to **151**. If they add up to more than your Fate/Fortune score turn to **195**.

11

You deduce from what you overheard by listening at the door and from the eye patch he is wearing, that the cloth bag you have found belongs to him. Presenting yourself as a wandering adventurer who entered the caves through curiosity, you ask the old man if he has lost a bag containing an eye and await his response. Turn to **162**.

12

	Dexterity	*Strength*
WYVERN:	9	14

If you win, turn to **69**.

If, during the battle, the Wyvern's fighting power in any round is 20 or greater *and* is greater than your fighting power in that round turn to **59**.

13

The hobgoblin lets out a menacing roar as he lunges towards you.

	Dexterity	*Strength*
HOBGOBLIN:	9	8

If you win, turn to **58**.

14

This old man seems to know quite a lot about these caves and may be of more use than you originally thought. Trying to keep him in a pleasant humour, you engage him in further conversation in an effort to discover anything that may be of importance to you. Turn to **95**.

15

You decide that you had better leave this room quickly, but as you rush towards the passageway leading to the door, you are knocked sideways by a heavy blow from the creature's club. Deduct two strength points from your current total. Quickly picking yourself up from the floor, you now find your escape route blocked by this very aggressive creature. It looks as if you have no alternative but to stand and fight. Turn to **83**.

16

You are just about to set off Northwards when you hear a noise coming from that very direction. It is a steady, rhythmic beating noise, but the beating of what you cannot decide. Moving quickly and quietly, you crouch by the chamber wall in shadow and wait expectantly.

If you entered this chamber from the South, turn to **144**.

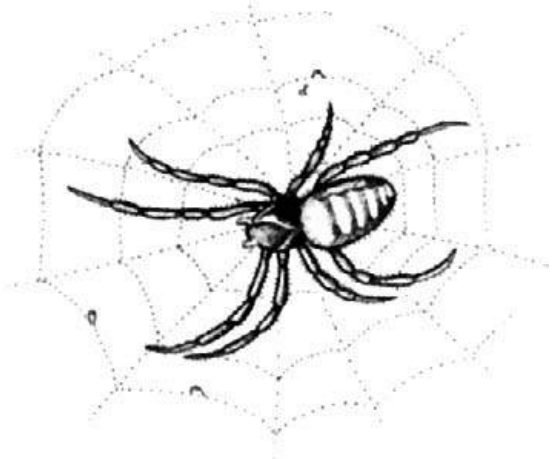
If you entered from the West and were told what this creature may be, turn to **192**.

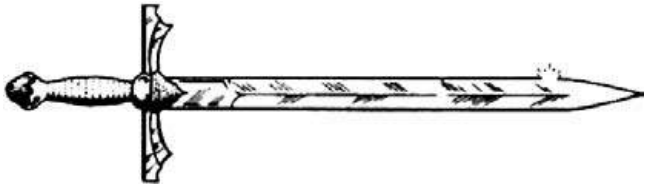
If you entered from the West but were told nothing of this chamber, turn to **97**.

17

With a final thrust of your blade, the assassin falls to the floor. This certainly has been a most difficult and arduous fight and you can now congratulate yourself in defeating such a dangerous opponent. Searching his lifeless body you find a leather pouch containing ten gold pieces and a key. Taking them both for your trouble, will you:

Leave by the other exit and head North-East?	Turn to **129**.
Search the chamber?	Turn to **184**.





18

Looking carefully at and round the door, you can just make out a small crack running along the floor where a tiny slither of light streaks across the stone floor. Will you:

Listen at the door?	Turn to **149**.
Open the door and enter?	Turn to **121**.

19

You make your wav across to the tapestry but are unable to distinguish anything on it because of fading and a general covering of age-old dust. Gently tapping and shaking the tapestry, the dust falls gradually and slowly to the floor revealing the faded remnants of the original design. With closer examination you begin it) make out that the design is a representation of the stone column and glass case in the centre of the room. Underneath the column is an inscription which you can only just make out as: "First find the Scroll of Entry and then the Column of Helms." Obviously, to get inside the glass case you will need the "Scroll of Entry".

If you already have the Scroll of Entry	Turn to **62**.
If you do not have the Scroll	Turn to **179**.

20

After further futile attempts at questioning him, it would appear that he knows no more useful information. Now you must decide what to do with this excess baggage. You doubt whether he can be trusted to stay where he is and it would seem a little unfair to kill an undefended opponent. Will you:

Tie him up, gag him and hope he doesn't escape?	Turn to **40**.
Return his sword and force him to a fair light?	Turn to **13**

21

You make your way cautiously along the North-West fork of the passageway, when you almost slip and fall. It is here that you notice a series of steps leading downwards. They are roughly hewn from the rock floor and would appear to be reasonably safe. Groping your way down the steps you descend about thirty feet before reaching the final step. Continuing your journey North-West, deeper into the mountain, you travel a short while. The passageway bends to the right and heads North, and only a few feet beyond this bend, your passage ahead is blocked by a door. Turn to **85**.

22

It feels good to have obtained the amber needed for the potion this early in your adventure and as you leave by the North exit your mind is still adjusting to the impression made by the strange red glow emitted by the Fire Imps' chamber. After walking some distance down the tunnel you begin to feel uneasy, and the hairs on the back of your neck begin to rise. As you are considering returning the way you came, the floor below you gives wav-a trap door—and you find yourself falling down an old shaft, catching your arms and chest against the shaft walls. Deduct two Strength points from your current total. Landing with a crunch on hard floor, you take a minute or two to be fully aware of your surroundings. Turn to **122**.

MIKE DUNN

23

You strike hard at the tail and with one mighty blow are able to sever it completely from the body of the creature. The Wyvern erupts with a loud piercing screech of pain, and, flapping its leathery wings rises up into the air. Bracing yourself for its downwards descent you position yourself in preparation to fight the angered monster. To your surprise, it does not swoop down but carries on spiralling upwards and escapes through the hole in the cavern roof. Obviously it has flown away to fight another day. Turn to **69**.

24

You give the door three firm raps with your fist. Listening, you hear no reply, but before you can decide what next to do, you hear a gruff voice ask, "Who is it now?" Since the voice only sounded a little irritated and not actually annoyed or aggressive you answer quite plainly—"A friend" Hearing footsteps approaching the door you stand back, preparing yourself for any surprises that may be in hand. The door slowly opens and you are faced by an elderly gentleman with long grey hair, wearing a long red robe. Over his left eye he wears a black leather patch. After first looking you up and down, he politely asks you inside to share in the warmth and light. Cautiously, you step inside. Turn to **145**.

25

You push open the unlocked door and cautiously enter the chamber beyond. The chamber is covered with dust and cobwebs and would appear to have been little used for many years. The light from the wall torches is sufficient for you to see the chamber in its entirety. It is roughly thirty feet square with a total of three doors. One leading North-West, one leading North and one leading back towards the outside world, South-West. Looking around this eerie room, three items catch your eye. On one wall hangs an old decaying tapestry, against another wall rests a wooden table on which there lies a small wooden casket and in the centre of the room on top of a four-foot stone column sits a dusty cobweb-covered glass case. Turn to **179**.

26

You are just about to leave the chamber when you feel a sharp pain piercing into your back. The ogre has thrown a small knife at you-and hit! Deduct two Strength points from your present total. As you spin around, grimacing at the sudden bite of the pain, you can make out the ogre's comment of "think you can slay the dragon, do you?" Sword in hand, the ogre rushes forward to finish his kill, but you have other ideas. You draw your sword and brace yourself for the attack. Turn to **128**.

27

Wary of these two strange creatures you are eager to leave this unusual chamber. Taking the North exit, you walk cautiously down the passageway. After a short period of walking you begin to feel uneasy and are even considering going back the way you came when suddenly the ground beneath you gives way-a trap door-and you find yourself falling down an old shaft. Knocked and roughly bruised you land with a thud on the hard floor. Deduct two Strength points from your present total. It takes you a minute or two to recover from your fall and you only slowly become aware of your new surroundings. Turn to **122**.

28

You step to one side to avoid his charge, draw your sword and prepare to fight. Turn to **115**.

29

You turn around sharply, moving slightly to one side, but unfortunately you are unable to avoid being struck savagely by a swishing sabre—deduct three Strength points from your present total. You face a man dressed totally in black from the tip of his boots to the helm on his head—you have no alternative but to fight for your life. Turn to **54**.

30

Meathead, as you call him, looks sternly at you, raising his lip from a stenching mouth to form a hideous snarl and revealing his grinding teeth in the process. He replies "It's nothing to me, but then neither is your life, pimpleface! That's why I'm going to relieve you of it!" This is certainly the most conversational ogre you have ever encountered. Normally they are grunting, one-syllable creatures, but this one is most certainly the exception and, talk or no talk, you are obviously going to have yet another fight on your hands. Turn to **128**.

31

He says there isn't much to know. However, he does tell you that you will first come to a cavern with three ways of heading on into the mountain. The way to the left leads to where a creature with the body of a man and the head of a wild bull is kept. Of the other two ways, he knows nothing as he does not travel those ways. You decide to give him a gentle persuasive reminder by prodding your sword tip closer to his throat. "Ah yes!" he exclaims, "I almost forgot—the passageway to the right leads to a door where a strange old man lives. He has been there for many, many years but I don't know who he is." You think about his answer for a few moments. Turn to **20**.

32

You carefully remove the scroll from the casket, suspicious of any further traps. Breaking the wax seal you unroll the parchment to reveal an inscription which reads: "To safely open the glass case containing the helm of protection, find the next number in this series: 1, 8, 27, 64 . . . and press the 'Column of Helms' accordingly." If you know the answer, make a note of the number under the heading: "Helm Puzzle".

If you have already been to:

The tapestry	Turn to	**62**.
The glass case	Turn to	**179**.
Both the tapestry and the glass case	Turn to	**62**.
Neither the tapestry nor the glass case	Turn to	**179**.

33

Considering the flying abilities of any Wyvern you may encounter-if the ogre was telling the truth-you decide to keep very close to the chamber wall. At least this way you have a little more protective cover in case of an attack. The shaft of natural sunlight makes moving a little easier and you can now make out a total of three exits to the chamber: they are in the North, South and West walls. When you have found and killed the Wyvern you plan to head Northwards deeper into the mountain, but at the moment there seems to be no sign of this supposed Wyvern, flying or not-turn to **16**.

34

You enter a small rock-hewn room with a large fireplace. Over the burning fire stands a large black cauldron spitting odd drops of liquid here and there, bubbling furiously all the while. Pacing up and down by the fireplace is a wizened old man in blue tattered robes. The lines of his face show him to be very old and drawn indeed. He doesn't look very pleased to see you and placing his hands behind his back, he stops pacing to and fro, saying: "And who are you, impudent one, that enters a private room without first knocking on the door?" Will you:

Apologise politely, swallow your pride and ask his forgiveness?	Turn to	**148**.
Say that you have come here to slay Dagmor the Terrible?	Turn to	**156**.
Tell him you are a great warrior and he should watch his tongue?	Turn to	**126**.

35

You decide to leave the area by the East exit and the tunnel makes its way steadily in that direction. After a short while you begin to notice a faint red glow ahead. You edge your way towards the source and soon discover a chamber at the tunnel's end. Sneaking cautiously into the chamber you find that there are three exits: North, South and the way you came, West. Turn to **134**.

36

You lift your sword in the air and, using your hilt, smash the glass case containing the helm you seek. You sheath your sword and reach in to take it from its resting place, but as you do so, a guillotine blade drops from the top of the casing frame severing your sword hand from its wrist. In agony and great shock you bandage the remaining stump as best as you can. Your adventure ends here and you must return to the outside world for treatment. But with no sword-hand you will never defeat the dragon called "Dagmor the Terrible".

37

If you have been given a key	Turn to	**150**.
If you have not been given a key	Turn to	**173**.

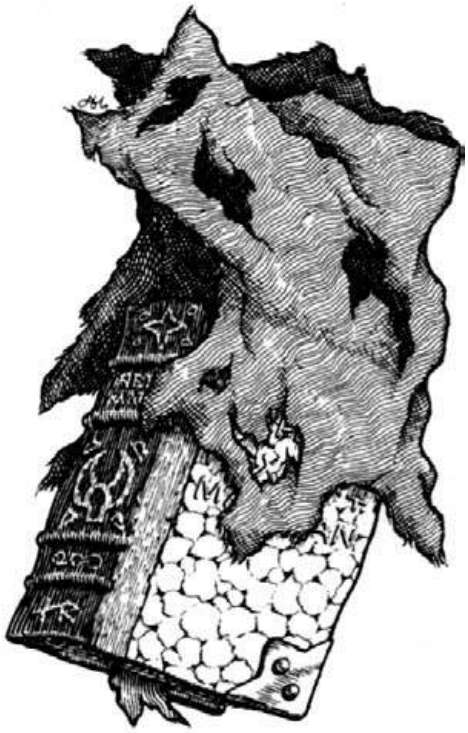
38

You place the key in the lock and turn it. There is a soft "click" of the lock opening, and then a second "click". You throw yourself to one side, sensing danger, as a series of darts shoots out. Test your fate: if the numbers on both dice add up to the same as, or less than your Fate/Fortune score, turn to **169**. If they add up to more than your Fate/Fortune score, turn to **82**.

39

You remove the old cloth wrapping from the rectangular object. As the edges of the cloth fall away to reveal a rather ancient looking book, you notice that on the face of the book both glyphs and letters of your own language have been used. This, you assume, must be some sort of translated text. Will you:

Leave the chamber?	Turn to	**86**.
Examine the box?	Turn to	**165**.
If you have already examined the box	Turn to	**138**.



40

With a length of old discarded rope laid nearby, you bind his hands behind his back and tie his wrists to his ankles. Tearing some cloth from the hobgoblin's dirty garment, you gag him. Walking deeper into the passageway, Northwards, you notice the still, stale atmosphere of the damp air. Somewhere far ahead lies Dagmor the Terrible. "Let caution be your Guide," you think as you walk on into the dark. Turn to **58**.

41

You place your ear gently to the door and listen. At first you hear only the scurried shuffling of feet and the crinkly rustling of papers. As you begin to listen more carefully you start to distinguish a low chuntering voice. The only words you are able to make out are "Where is it? Blasted thing must be somewhere!" Will you:

Knock on the door and wait?	Turn to	**24**.
Open the door and see what lies ahead?	Turn to	**91**.

42

You find yourself on the floor of a passageway, your torch still burning by your side. Picking up the torch you notice a door up ahead. Using the lodestone given you by Laban you reckon that it leads Northwards. Turn to **85**.

43

If you wish to travel North — Turn to **80**.
If you wish to travel East, but did not arrive from that way — Turn to **35**.

44

Recalling the incident shown to you in the plume of red smoke emitted by sprinkling the powder on the flames, you decide that your best move will be to use your torch as a weapon to frighten the troll. It may not sound effective at first, but if trolls really are scared of fire, the surprise should do the trick. You also now remember the warning that trolls will often pretend to be asleep. Turn to **78**.

45

You turn around sharply, moving with a quick step to one side, but still you are unable to avoid being struck savagely by a swishing blade. Deduct six Strength points from your present total. You face an evil looking man dressed totally in black from the tip of his boots to the helm on his head. You have no alternative but to fight for your life. Turn to **54**.

46

You listen carefully at the secret door but can hear nothing. You decide to open it and see where it leads. Turn to **171**.

47

Will you now:

Leave the chamber? Turn to **86**.
Investigate the object wrapped in cloth? Turn to **39**.

48

Congratulations! These trolls really are rubbery, difficult things to fight, but you have triumphed in the end. Now that the dragon-shield is yours you begin to feel more confident in tackling Dagmor the Terrible. You remind yourself that you still need the potion before even thinking of fighting the dragon and you have to find the potion-maker to brew your potion. Collecting your thoughts you leave by the other exit heading North-West. Turn to **167**.

49

Wary that the long box may be booby-trapped, especially since it was so zealously guarded, you check it over for signs of any mechanisms. Throw two dice. If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **64**. If they add up to more than your Fate/Fortune score, turn to **109**.

50

Will you:

Leave by the North exit? Turn to **71**.
Leave by the South-East exit? Turn to **110**.

51

You warily and stealthily sneak up on the unsuspecting guard, draw your sword and-no sooner thought than done-the guard crumples down onto the floor never to wake again. You proceed cautiously into the cave, dark it is inside and unnerving. You carry on Northwards but begin to wonder now if you made the right decision in not questioning the guard. On into the dark you go. Turn to **58**.

52

With a terrifying evil glint in his eye, the dragon looks sternly at you and growls "Halle, it looks as if dinner has arrived, or have you come all this way to challenge me?" Will you answer:

"If I'm to be supper, then I'll be the bone that sticks in your gullet, slimeface!" Turn to **152**.
"I challenge you, great dragon, to mortal combat!"—and hope that he doesn't use any spells Turn to **117**.

53

Very gently, you open the lid of the casket. It has no lock or catch that you can sec and should open easily. The lid lifts quietly and effortlessly up and you hear a click. Throw two dice, if the numbers on the dice add up to equal to or less than your Fate/Fortune score turn to **75**. If they add up to more than your Fate/Fortune score, turn to **103**.

54

	Dexterity	*Strength*
ASSASSIN:	11	15

If you win, turn to **17**.

55

Thinking you can easily deal with the sleeping troll, you move forward into position; but before you have chance to decide where best to strike, he moves! Turn to **166**.

56

Strain as you might to resist the charm spell of the dragon you are unable to concentrate hard enough to break the power of his will. After a few seconds the dragon no longer seems such an evil creature, in fact, he begins to appear quite a decent sort of dragon. All those tales of death and destruction you heard in Mittleden must have been put about by people with nothing better to do. The dragon asks you to step forward and you do so willingly. He opens his large slavering jaws and invites you to inspect the sharpness of his teeth. With great curiosity you place your head inside the dragon's mouth. Crunch! Your adventure ends here.

57

You walk down the natural rock passage until you notice a thin strip of pale light ahead on the passage floor. As you draw near you notice a door straight ahead of you—this door is the only way forward. The strip of pale light you saw shines from under the door. Will you:

Listen at the door? Turn to **2**.
Open the door and continue? Turn to **25**.

58

You walk cautiously on, the hobgoblin now the least of your worries. After travelling North for a while you notice a small faint light about thirty yards ahead of you. Being careful to make as little noise as possible, you edge your way forward along the passage wall to investigate the source of the light. You soon discover this source to be a large cavern chamber lit by torches fixed to the wall. Freeing one of the torches you take a quick glance

around the area and discover three other exits to the chamber. Will you:

Leave the chamber by the East exit?	Turn to	**111**.
Leave the chamber by the West exit?	Turn to	**161**.
Leave the chamber by the North exit	Turn to	**65**.
Search around the chamber?	Turn to	**186**.

59

Several times you have dodged the attacks of the Wyvern's tail, but this time he was just too quick for you. Rapidly, your sight begins to fail and you start to feel drowsy. Swiping blindly with your sword to no effect, you become exhausted and slump to the ground. Falling into a deep sleep you dream of your past adventures, Silas Oast of Mittleden and the march across Yarrowdale moor. Recalling the moorland mists even your dream becomes hazy-the mist is closing in on you and that is all you will remember. Your last faint breath expires from your body and your adventure ends here.

60

The dragon looks deep into your eyes and says "Hallo, it looks as if dinner has arrived, or are you really so foolish as to try to challenge the great Dagmor the Terrible!" You offer no reply but calmly draw your sword. Again the dragon looks deep into your eyes but you just laugh at his attempt to charm you. Growing angry at your mocking laughter, the dragon speaks "So, you wear the golden helm. That may help you to resist my charm, but now you will surely die-like all the others before you." You prepare yourself for the onslaught. Turn to **137**.

61

The Fire Imp steps forward, removing his amber necklace as he approaches. Cautiously you each exchange the items of your trade, both of you wary of any possible surprise. The trade complete, the Fire Imp takes a step backwards, looks at the beads and smiles at you. He is obviously impressed and you return his smile. He takes out a large key as his smile erupts into a fit of laughter. "We know exactly why you're here" he says, calming down a little. "And we wish you success. This key may help you-to the West stands a locked door to which this is the key, but what lies beyond it is anyone's guess. To the North is unknown to us. Good luck, my friend." Make a Special Reference under the heading: "Amber: 59". Now, will you:

Travel West towards the locked door?	Turn to	**114**.
Travel North into the unknown?	Turn to	**22**.

62

To safely open the glass case you must now find the Column of Helms—"Whatever that may be," you think to yourself. You decide to take another closer look at the tapestry and it is only then that you notice a very faint hand pointing to the side of the glass case. Crossing back to the glass case itself, you find a button of some kind in the place indicated by the hand. As you press the button, six columns appear in a golden glow on the side of the glass casing. In the first column is one helm, in the second column are two helms, in the third are three and so on to the sixth column which has six helms. The scroll said to press the columns accordingly. Will your

Press the columns in accordance with your answer	Turn to	"Helm Puzzle"
Smash the casing and take the helm anyway?	Turn to	**36**.
Give up on the helm and leave?	Turn to	**118**.

63

Closing the door, you leave the dusty old room behind you and travel North down yet another dark unlit passage, but at least it seems to run basically straight. After a while you see a shaft of light in the distance ahead. It is different to any other kind of light that you have seen in these caverns, and edging ahead cautiously, you enter a very large chamber strewn with odd scatterings of loose rocks. It is only now that you discover the strange shaft of light is actually a beam of sunlight. Looking high to the chamber roof, you see a large hole through which the sunlight from outside shines down into the cavern. You've spent so long in these caves you'd forgotten what real sunlight looked like. Turn to **133**.

64

Carefully examining the box you discover that it is, in fact, booby-tripped. Searching further you eventually locate the trigger device and de-activate the trap. It is now safe to open. You place the key in the lock, turn it anti-clockwise and open the box. Inside you find a beautifully crafted sword in a jewelled sheath. You lift it out of the box and notice, as you withdraw the sword from its sheath, the inscription "Albus the Avenger". At last you have the sword you need. Testing its weight and

balance you find it to be perfectly forged and as you attempt a few practise swings and thrusts, the sword begins to glow and you feel a strange buzzing sensation pulsate through your body. Restore your Strength score to its normal maximum. You are ready to face Dagmor the Terrible!—or are you? Note that each time you hit the dragon with this sword you will inflict four points of damage instead of the usual two. Turn to **129**.

65

Using your newly-acquired torch to light the way ahead you leave the chamber heading North. The tunnel travels straight ahead with very little turning at all, and after a short while you notice a faint red glow in the distance ahead. Cautiously, you edge your way towards the glow. You soon discover that the source of the glow appears to be a cavern chamber at the end of the tunnel. You now proceed carefully and step into the chamber to discover a total of three exits. One is the wav you came, from the South, one at the far side heading North and one to your left heading West. At first sight it appears to be empty. Turn to **134**.

66

Knowing that this may be your only chance of dealing with the troll, you concentrate all your energies into one quick lunge with the torch. With a deciding leap you attack the troll, as you suspected he is not asleep but playing possum. Within the blinking of an eve, he is on his feet and, with club ready, he lunges forward to swipe at you. Quickly stepping to one side you avoid his blow. Turn to **136**.

67

You enter a small rock-hewn room with a large fireplace. Over the fire stands a large black cauldron spitting odd drops of liquid here and there, and bubbling furiously all the while. Pacing up and down by the fireplace is a wizened old man in blue tattered robes. He is looking at you and seems irritated and annoyed. He obviously does not recognise you and you decide it best to apologise for disturbing him and hope that he will forgive this intrusion. Turn to **148**.

68

You congratulate yourself on winning an important victory. If you are well below full Strength, now would be a good time to rest and eat some of your provisions.

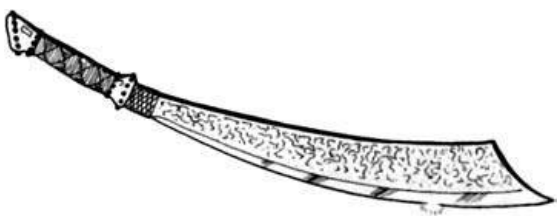
After your break, you may leave the chamber via the door you came in—turn to **43**; or, if you have a Special Reference Number for *Minotaurs,* turn to that number.

69

This has been your most dangerous encounter yet, but you have courageously struck a decisive blow at the Wyvern. You allow yourself a slight smile, thinking of how you will recount your story when you return to Mittleden. Will you now:

Leave by the North exit and press deeper into the mountain? Turn to **108**.

Use your Special Reference Number? Turn to that number.



70

The passageway ahead runs North, straight and true. This section has obviously been man-made, probably using slaves captured by Dagmor the Terrible. As you encountered no problems you quickly reach yet another fork in the path ahead. Will you:

Take the North-West fork? Turn to **141**.

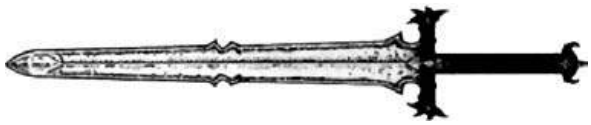
Take the North-East fork? Turn to **191**.

71

Walking down the passageway you soon lose the benefit of the light from the ceremonial fire and once more your torch is your only comfort in the dark. After a short while, you arrive at what would seem to be a door. Turn to **18**.

72

You manage successfully to sneak past this ineffective guard, who continues snoring peacefully as you happily pass him by. Turn to **183**.



73

As you realise more and more that you are not yet ready to face Dagmor the Terrible, you begin to panic. If you face him now you will either be killed or charmed into his dreadful service. You run for the nearest exit but before you can make your escape you feel a sharp stab in your shoulder. Rapidly your sight begins to fail as you feel yet another stab, this time piercing your side. With your sight virtually gone, you are overcome by drowsiness and fall into a deep sleep-slumped on the ground. Your last breath escapes your lips and your adventure ends here.

74

As you fall hopelessly down the shaft, sharp rocks jutting out from the walls cut and thrust at your helpless body. This has been a nasty fall. Deduct three Strength points from your present total and turn to **42**.

75

Immediately upon hearing the “click”, you step back from the casket just in time to avoid a series of darts which shoot out from hidden locations. Your awareness and good fortune has served you well. The casket is now open and you look inside to find that it contains what appears to be some kind of old scroll. Turn to **32**.

76

You spin around sharply, dodging and ducking to one side. Your quick thinking and actions have just saved you from being savagely struck by a swishing sabre blade. You stand and face an evil-looking man dressed totally in black, from the tip of his boots to the helm on his head. You have no alternative but to fight for your life. Turn to **54**.

77

"If it's amber you're after, I can help you," he replies. removing a necklace of beads from his person. He adds: "These beads are worthless, but Fire Imps love them—don't ask me why, they just do! Travel West along this secret passage," he says, revealing a secret door in the West wall, "and soon enough you will encounter the Imps. They are great collectors of amber, and perhaps, if you are nice enough, they might trade some for the beads." Will you:

Thank him for his help and follow the passage West? Turn to **189**.

Decide that he's too helpful and is leading you into a trap and leave by the North door? Turn to **96**.

78

As silently and as stealthily as you are able, you approach the Troll, your torch at the ready. Throw two dice. If the total is equal to or less than your Fate/Fortune score, turn to **66**. If the total is greater, turn to **116**.

79

Think as hard as you may, you cannot solve the puzzle. You decide to proceed round the corner and leave this strange device to its own ends. Turn to **123**.

80

Making your way Northwards down the tunnel, it is not long before it begins to twist and turn, this way and that. You begin to be unsure of your direction of travel but press on regardless. After an awkward journey you reach some steps descending to some lower passageway or chamber. Using your lodestone compass, you reckon you are now travelling North-Eastwards down the steps. You can see a dim, faint glow in the distance at the bottom of the steps. Cautiously you make your way down. Turn to **122**.

81

You step into the room to make yourself acquainted with the old man, but before you have time to even introduce yourself, a deep scowl appears on his face and he shouts at you "How dare you! what impertinence it is to enter someone's room, especially mine, without knocking. Never have I, in all my days, encountered such an obnoxious youth as you." You can see his anger growing by the second as he continues, "if you do not leave this instant, I will turn you into a wart-infested toad! Now go", and with that he points to the door at the other side of the room. Believing that his threat is no idle one, you decide to be diplomatic, follow his suggestion and leave by the door opposite and continue your journey Northwards. Turn to **157**.

82

Try as you may to dodge the darts, you are still hit by one or two of them. It is now that you realise the darts are coated with some kind of sticky substance-poison! Soon a mist descends upon your eyes, your muscles tense and you feel an iron grip tightening around your heart. Within seconds, your vision and mind are blank. Someone else will have to slay Dagmor the Terrible. Your adventure ends here.

83

This creature is a Minotaur. You will have to fight bravely to come out alive. You take a deep breath and engage in a fight to the death.

	Dexterity	*Strength*
MINOTAUR:	9	16

If you win, turn to **68**.

84

Skilfully you manage to sneak up on the unsuspecting beast. You have a chance to strike the first blow. Will you:

Strike to cut off its poisonous stinging tail? Turn to **101**.
Strike at the exposed part of its body? Turn to **188**.

85

You walk forward and stand at the door. Will you:

Listen at the door? Turn to **112**.
Knock and wait? Turn to **175**.
Open the door and go inside? Turn to **34**.

86

If you entered this chamber from the South, turn to **50**.If you entered this chamber from the South-East, turn to **135**.

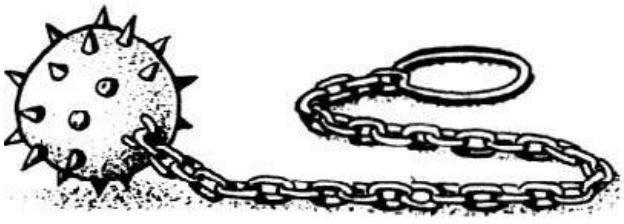
87

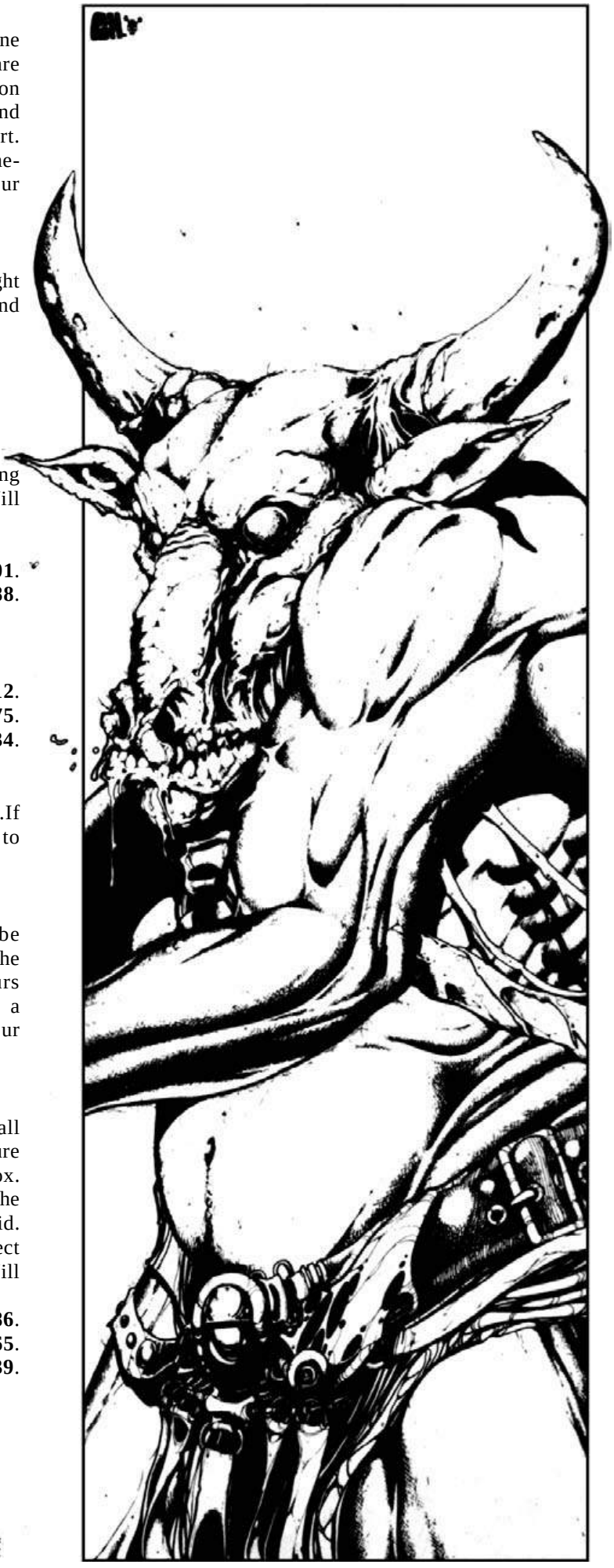
He says he will happily tell you since you won't be able to survive the first half of the journey. "Deep in the caves lies a large cavern where natural sunlight pours in from a hole in the roof—the potion maker dwells a little past that." Then he warns you again to forsake your task and keep your life. Turn to **20**.

88

As you search around the chamber you notice a small alcove in which is set a fine stone table-a table of pure marble, and on top of the table sits a small marble box. You move in to take a closer look and notice on top of the box that a series of glyphs have been etched into the lid. Also, for the first time, you notice a rectangular object wrapped in cloth resting at the back of the table. Will you:

Leave the chamber altogether? Turn to **86**.
Take a closer look at the box? Turn to **165**.
Investigate the object wrapped in cloth? Turn to **39**.





89

You become extremely cautious, looking for any sign of the evil man you were warned about. You must enter, for you know he possesses the sword-the dragonslayer you need to defeat Dagmor the Terrible. As you look around the chamber you see at the far side, the only other exit leading off North-East. You work your way across with the hairs on the back of your neck raised. Suddenly you hear a noise behind you-throw two dice: if the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **76**. If they add up to more than your Fate/Fortune score, turn to **45**.

90

You strike swiftly at its tail but are unable to sever it. The creature erupts with a screeching cry of pain, takes to the air, turns and swoops towards you. You must now fight for your life! Turn to **12** and deduct two Strength points from the creature's total, then continue the fight as normal.

91

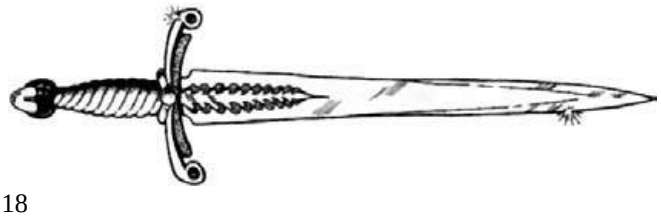
You grip the handle of the door tightly, turn it and push open the iron-ribbed oakwood door. An old man with grey hair and long red robes is pacing up and down the room. As he turns to see who has disturbed his solitude, you notice that over one eye he wears a black patch. Turn to **81**.

92

The alcove is dirty and slimy, yet there seems to be something on the wall. You scrape away the dirt and the slime to reveal a strange design or wall pattern, beneath which is an inscription which reads:

"Look into the ball of fire,
If the ring be your desire.
Dagmor is six, but you are three,
What is death? O speak to me!"

If you cannot solve the problem, turn to **79**. If you can solve the problem, turn to the number that is your answer.



93

You crash against the heavy door with a mighty thud, splitting its lock. The door bursts open into the awaiting dimly-lit passageway. Pleased at your success, you are reminded of the price of this success by an aching, throbbing shoulder. Deduct one Strength point from your present total. Turn to **198**.

94

As you are making your way towards the creature, your foot slips and starts a little rock fall which arouses the tranquil beast. You jump quickly to the floor ready to fight as the beast takes to the air, turns and swoops towards you. You must fight for your life or be its next meal. Turn to **12**.

95

He proudly tells you that he is a potion maker and a good one at that. In fact, he would even go so far as to say that he is one of the best and considering your needs you can hardly dispute his claim. After informing you of his many claims to fame, he says to you, "Obviously you have come to me to procure you a magical potion of fire resistance; anyone who faces Dagmor the Terrible will not stand a chance without one. Do you have the items required to make the potion?" If you do have the three items, add together their Special Reference Numbers, note the total and turn to this number. If you do not have the three items you cannot hope to defeat the dragon. You must return to the outside world leaving the dragon unchallenged. Your adventure ends here.

96

You leave the old man behind you and travel North, though quite soon the passageway gradually turns to your left and heads North-West. You were suspicious of the old man but why would he tell you what he did if it was a trap? Maybe he thought you would not succeed in your quest and that would be that. Maybe you should return and check him out once more. Just as you are considering this choice, the ground gives way and you feel yourself falling—a trap door. As you fall down an old shaft, you catch your back and legs against the rock face. Deduct three Strength points from your present total. You land with a thud in a heap on the floor. Turn to **122**.

97

Turn to **144**.

98

You travel down the dark passageway and sown begin to notice how wet and slimy the walls are gradually becoming. The atmosphere of the air becomes stale and stagnant and after some time you enter a chamber lit only faintly by some kind of green luminous moss. The ground is very soft and wet and water can be heard dripping here and there. Unfortunately, the moss only gives light to certain patchy areas and it is whilst you are travelling through a dark area that you are suddenly surprised by a large creature that you originally thought was a rocky formation. You are now faced by a large hungry lizard. You must draw your sword and fight.

	Dexterity	*Strength*
LIZARD:	7	12

If you win, turn to **124**.

GH.

99

You find yourself surprised and in the middle of combat. On his first surprise attack the hobgoblin hits you. Deduct two Strength points from your present total, then turn to **115**.

100

You draw your sword and prepare to fight-you must have the amber! These creatures are "Fire Imps". As they close in on you, you can feel the heat emitted from their bodies. When they attack it will be with heat as they dig their claws into your flesh. Each hit, or blast of heat, will cause two points of Strength to be deducted from your present total. Fight one Imp first and then immediately after, the other.

	Dexterity	*Strength*
FIRST FIRE IMP:	9	6
SECOND FIRE IMP:	9	6

If you win, turn to **6**.

101

Throw two dice. If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **23**. If they add up to more than your Fate/Fortune score, turn to **90**.

102

Throw two dice. If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **182**. If they add up to more than your Fate/Fortune score, turn to **74**.

103

You pause for a second wondering what the "click" may have been and in that same second, a series of darts shoots out from the casket. You are too slow to dodge them in time and three of them strike you. Wincing from the sudden pain they cause, you manage to safely remove them. Deduct three Strength points from your present total. Looking inside the casket to discover what could be guarded by such a nasty little trap, you see what appears to be some kind of old scroll. Turn to **32**.

104

You cautiously sneak up on the slumbering hobgoblin, pick up his discarded sword and prod him in his ribs with the tip of your longsword. Slowly, he comes to and gradually realises the mess he now is in. "Morning, bold Adventurer," he says "and how may I be of assistance to your good self?"

Hobgoblins are not normally this well mannered: however, with a sword at their chests they are occasionally prone to such behaviour. Will you ask your captive:

What lies immediately ahead of you? Turn to **31**.
Where you can find the Dragon? Turn to **178**.
Where you can find the potion maker? Turn to **87**.

105

Whilst fighting the Rock Troll your weapon will only reduce its Strength total by one each time you hit, because of its rubbery skin. However, they are usually slow in actual battle and have a low Dexterity.

	Dexterity	*Strength*
ROCK TROLL:	10	6

If you win, turn to **48**.

106

You turn around sharply only to be struck savagely by a swishing sabre blade, cutting deep into your flesh. Deduct five Strength points from your present total. The sabre blade is very sharp and wielded with great skill. You face a man dressed totally in black from the tip of his boots to the top of his helm. You have no alternative but to fight. Turn to **54**.

107

Examining the door you find it to be a firm, well-made oak door with iron ribbing'. It is locked and still there is no indication as to what may lie beyond the door. Will you:

Try to open the door?
Turn to **37**.
Forget it and leave?
Turn to **43**.

108

You make your way Northwards along the tunnel knowing the dragon will be even more of a battle for you. After a while you notice that the ground begins to gradually slope downwards and you find yourself descending deeper into the mountain. You soon arrive at a fork in the tunnel where the path divides into two pathways. Will you:

Take the passageway leading North-West?
Turn to **21**.
Take the passageway leading North-East?
Turn to **140**.

109

Carefully examining the box you can detect no forms of traps. It appears to be safe to open. Turn to **38**.

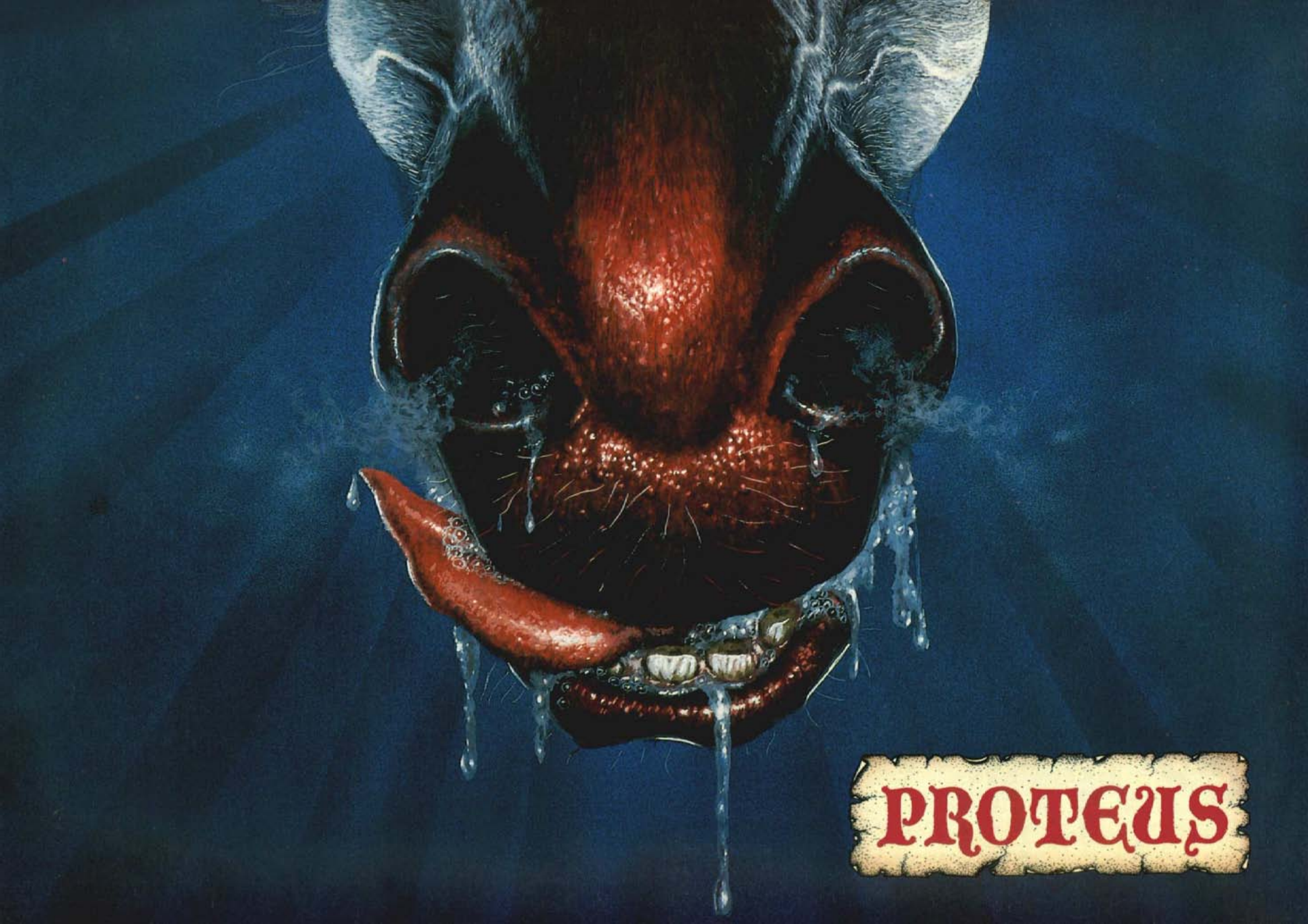
110

The tunnel twists a little at first but soon keeps a general steady direction South-East. After a while you notice a thin strip of pale light ahead on the passage floor. As you draw near, you see that the light comes from under a door. You decide to listen first at the door. Turn to **2**.

111

With your newly acquired torch, travelling is a little easier and you make your way down the passage leading East. Slowly and gradually the tunnel curves to your left until eventually you reckon to be travelling North. You stop suddenly as you see a streak of dim light a short way ahead. As you approach the light, you realise that it is the light spilling from beneath a solid looking door of oakwood and iron ribbing. Will you:

Knock on the door and see what happens?
Turn to **24**.
Listen at the door? Turn to **41**.
Open the door and see what lies ahead? Turn to **91**.


PROTEUS

112

Placing your ear to the door, you listen. As you concentrate, you hear bubbling of some kind and footsteps pacing up and down. Obviously someone or something is in there, but what the bubbling may be you do not know. Will you:

Knock and wait to see what happens? Turn to **175**.
Open the door and go in? Turn to **34**.

113

The ugly-looking ogre grunts somewhat, but seems more taken aback by your effrontery and replies "Well, impudent one, I'll tell you what it is to me—I live here, that's what it is to me! I live here, these are my quarters and you, yes you, are trespassing-trespassing on my property!" Pleasant he isn't but talkative he is and you decide to question him further. Turn to **199**.

114

With your necklace of amber tucked safely in your jerkin, you make your way West-turn to **8**.

115

The hobgoblin rushes you once more!

	Dexterity	*Strength*
HOBGOBLIN:	9	9

If you win, turn to **174**.

116

Within the blinking of an eye, the huge rock troll is on his feet and with club ready he lunges forward to swipe at you. Only your hard concentration and good fortune kept you alert enough to step to one side and avoid this sneaky attack. However, you still have an awesome task ahead of you in fighting the troll, but fight it you must. Turn to **105**.

117

He stares deep into your eyes, then he stares again. You are very aware that the dragon is trying to charm you. This awareness gives you your chance to resist-most do not even get this opportunity. Throw two dice, if the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **143**. If they add up to more than your Fate/Fortune score, turn to **56**.

118

You decide that it is time you left this old dusty room. If you entered this room from the North-West, turn to **63**. If you entered this room from the South, will you:

Leave by the North Door? Turn to **63**.
Leave by the North-West door? Turn to **146**.

119

You know from the old man that a Wyvern's tail is one of the items needed for the magic potion. Taking only the very tip of the poisonous tail, you wrap it in cloth torn from your shirt and tuck it under your belt. Make a special reference under the heading: "Wyvern Tail: 63". Now turn to **108**.

120

If you have found a small rough cloth bag, turn to **11**. If you have not found the bag, turn to **193**.

121

You step into a small rock-hewn room lit by a small fire in the centre. A large hunk of meat harpooned on a spit slowly drips hot fat onto the fire below. Pacing up and down by the fire, you see a muscular but quite ugly ogre, grunting and chuntering as he strides back and forth. As you are opening the door it lets out a sudden rusty creak. You freeze, the fire flickers, the meat drips, but the ogre stops in his tracks! He turns to look at you and in a gruff menacing voice says "What you want?" Will you answer:

I've come to slay the dragon Turn to **170**
What's it to you, meathead? Turn to **4**.
Merely your life, ugly one! Turn to **128**.

122

You find yourself in a dark cavern chamber lit only by a few flickering torches. There are three exits to the chamber. With the problems you've had you cannot be totally sure of your bearings and you decide to check with your lode-stone compass. The first exit stands out because of the steps which stand at the entrance of the passageway leading up and out of the chamber in which you now stand. As far as you can make out, the steps lead roughly South-Westerly back to the outside world. So, the other two exits, plain, flat floored tunnels lead North-East and North-West. As your eyes grow accustomed to the generally dim light you notice, towards the centre of the chamber, a pool of glistening water. Turn to **177**.

123

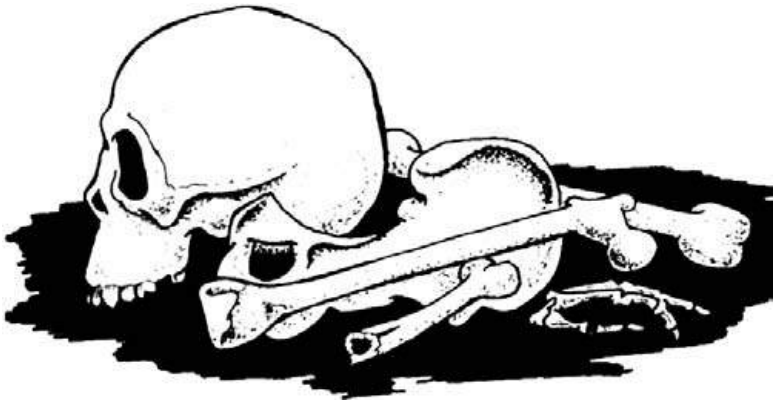
You travel down the passageway heading now North-West and like the earlier section, this too seems little used. You have already travelled deep into the mountain and feel that the dragon cannot be too far away-and you still have to find the sword "Albus the Avenger". At last you come to a large chamber, larger than any you have yet encountered. There are fires burning everywhere and corpses scattered about-particularly around the area where you now stand. "Not promising," you think. As you look around, this would certainly seem the right setting for a dragon's lair. Then you spy an enormous

Hunter

pile of gold and silver coins, more than you have ever dreamed of in your life. Scattered throughout the pile are goblets, jewels, brooches, golden plates and more trinkets than you could imagine. Way up on top of the pile squats a smouldering, stenching red dragon—eyes closed! This is most obviously "Dagmor the Terrible". "Albus the Avenger" or no, you decide, this dragon has to be slain. You must trust to fate and your own worthy blade. Turn to **159**.

124

Eager to leave this inhospitable chamber you make your way across to the other side to where another tunnel leads on North-Westwards. Following the tunnel you notice it becoming less and less damp and the air feeling lighter. The tunnel then bends to the right so that you now travel North and after a short while you see a small chamber ahead lit by some kind of firelight. You decide to investi-



gate. Turn to **180**.

125

With a click and a hiss, your pressing of the first, second and fifth columns seems to have worked. One side of the glass panelling slides downwards thus allowing you to remove the golden helm. Slowly and carefully you stretch one arm inside, grasp the helm firmly and with a confident yank, you pull it free of its casing. After closely admiring the craftsmanship of the piece you place it comfortably on your head. There seems to be no ill effects, but then there seems to be no beneficial effects either. However, you are positive that this is the helm you seek—there could be no topaz to match this one. Turn to **118**.

126

His face bulges and pulsates with fury. He fumes at you "Never have I been so rudely insulted in all my life! We potion makers should always be shown great respect!" You realise your mistake too late as the old man reaches in his robes, withdraws a vial, drinks it and then after a second pause—simply vanishes from your sight. You have lost your chance of getting the potion of fire resistance. Turn to **132**.

127

As you start to examine the pile you notice that what you originally thought were a few sticks are actually bones! The hair on the back of your neck begins to stand on end as you hear a heavy, snorting breathing somewhere behind you. Quickly you turn around, draw your sword and prepare yourself. In front of you stands a large heavily built creature of about six feet two inches. It has a muscular human body covered in sweating black hair and its head is that of a fierce bull. In its hands it carries a nasty looking club. With a panting snort it tosses its head. Will you:

Stay and engage in combat with the creature?
Turn to **83**.

Decide prudence is the better policy and leave?
Turn to **15**.

128

	Dexterity	*Strength*
OGRE	8	11

If you win, turn to **155**.

129

You leave the strange blue glowing chamber by the exit on the other side leading North-East and travel down another tunnel. You are deep inside the mountain, and you feel that the dragon can now not be too far away. At last you come to a large chamber, larger than any you have encountered so far. There are fires burning everywhere and corpses scattered about. As you look around, this would certainly seem to be the right setting for a dragon's lair. Then you spy an enormous pile of gold and silver coins, more than you have ever dreamed of in your life. Scattered throughout the pile are goblets, jewels, brooches, golden plates and more trinkets than you can imagine. Way up on top of the pile squats a smouldering, stenching red dragon—eyes closed! This is obviously "Dagmor the Terrible". Turn to **159**.

130

You gather your wits about you and slowly but carefully creep up on the dozing guard, looking out for any potential hazard. Throw two dice: If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **72**. If they add up to more than your Fate/Fortune score, turn to **139**.

131

The smoky plume erupts once more as you place another spoonful of the red powder on the ceremonial fire. This time, the vision that appears is of a hobgoblin. "Well," you think, "at least I may find out something useful concerning hobgoblins." However, while you are concentrating on the smoky picture, the hobgoblin steps out of the smoke and rushes towards you, brandishing his sword. Throw two dice, if the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **28**. If they add up to more than your Fate/Fortune score, turn to **99**.

132

Whether he has turned invisible or disappeared from the area completely, you cannot be sure, but is would seem very wise to leave here quickly before he returns. Without the potion your quest is hopeless and you have no alternative but to leave the caves altogether. Your adventure ends here.

133

Looking around the chamber from where you stand, you can make out a total of three exits from this chamber. One on the North wall, one in the South wall and one in the West wall. There appears to be nothing of interest in this chamber and you decide that Northwards looks most promising, and set off on your way across the large cavern. Throw two dice, if the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **16**. If they add up to more than your Fate/Fortune score, turn to **163**.

DE DELUW 88

134

As you look around the room you notice that you are no longer alone. Standing on a small ledge on the Western wall of the chamber are two small humanoid creatures. They are about three feet tall and they too glow with a faint red colour. Looking quite surprised to see you, their attention is firmly fixed on your presence.

If you now possess a string of beads, turn to **164**. If you do not possess a string of beads, turn to **196**.

135

Taking note of your bearings, you decide that you should travel North, deeper into the cavern system. Turn to **71**.

136

Using the good positioning of your side step, you thrust the flaming torch hard into the face of the troll. His attempt to hit you has left him vulnerable and within reach of your thrust. With a scream and a yelp he leaps backward clutching his burnt face. Taking the chance you grab the shield and make a dash for the North-West exit. Unfortunately, the troll's backward steps places him in front of the exit. Will you:

Thrust the torch towards his face once more and run North West? Turn to **10**.
Decide that fighting him is probably the best idea? Turn to **105**.

137

Before you can make your first attack he unleashes a fearful burst of fiery breath. You shake with the force of the flame. The fiery breath will normally do sixteen points of damage to your Strength score. Calculate the amount of damage you sustain, if any, using the details shown in **159**. Shortly after the flames have subdued, the dragon waddles forward. Turn to **176**.

138

From examining the book carefully for a while, you are able to determine that each glyph does correspond to a letter of your alphabet. After ten minutes study you work out the following translation:

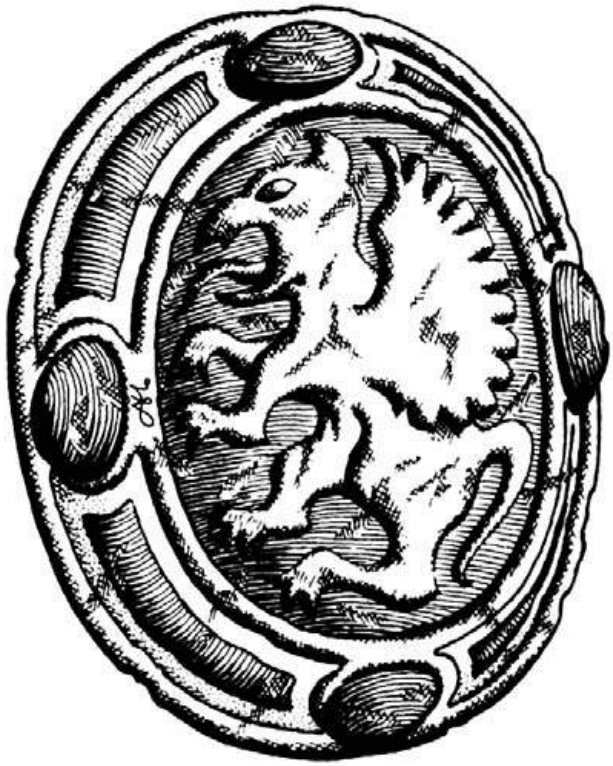
There are also five other glyphs, each representing two letters. Their translation is as follows:

You must now translate the glyphs on the lid of the marble box. When you have translated these glyphs, will you:

Leave the chamber? Turn to **86**.
Open the box? Turn to **187**.

139

As you are trying to sneak past, your foot brushes a small pile of stones causing them to scatter noisily on the cave floor. Quicker than you think possible, the guard is awake, on his feet and with sword in hand, ready to fight. Turn to **13**.



140

Travelling along the passageway, you notice what looks to be the flicker of a torch light ahead. You edge your way quietly forward and enter a small chamber lit only by the torch you saw flickering earlier. Laid on the floor opposite the torch is a strange looking shield. It is not smooth metal like most, but uneven and dull, its surface scaly. You realise that you have found the Dragonshield. Then you notice him-a huge, monstrous looking rock troll, at least seven and a half feet tall with dark leathery skin. He sits close to the shield but appears to be sleeping-club in hand. Will you:

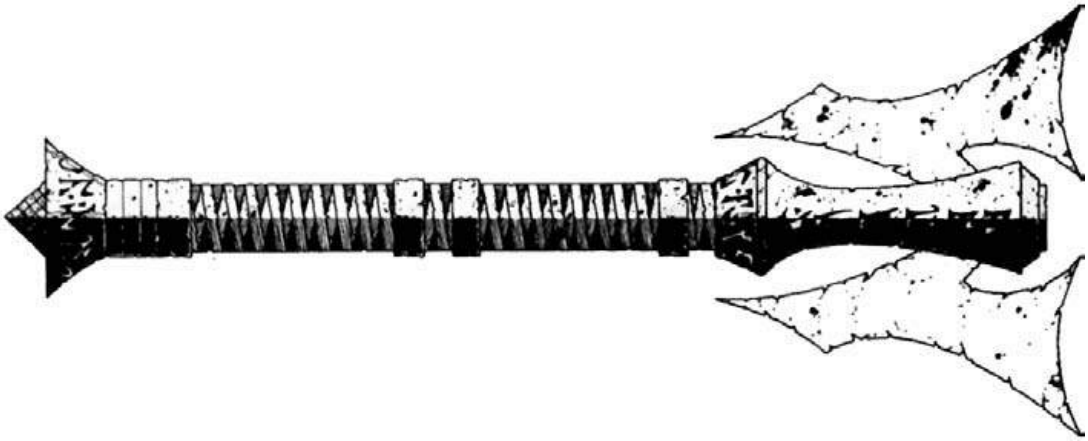
Try to kill the troll first, whilst he's asleep? Turn to **55**.
Attempt to quietly retrieve the shield? Turn to **166**.
Use knowledge of rock trolls that you've acquired? Turn to **147**.

141

You continue down the North-West passage, which again appears to have been man made-other than that, it appears quite ordinary. After a short while you arrive at a large chamber, filled by a pale blue glowing light, the source of which you cannot determine. Around the chamber are many stalactites and stalagmites. You can see only one other exit, at the far side, leading off North-East.

If you have information as to what may be found in this blue glowing chamber, turn to the reference number you were given.

If you wish to enter the chamber, but have no information, turn to **172**. If you wish to go back to the North-East/North-West junction and take the other route North-East, turn to **191**.



142

"Dagmor is indeed a terrible dragon," replies the old man. "One blast of his fiery breath will kill if he doesn't charm you first to make you one of his slaves, or supper! There is however, a potion which will greatly reduce the effect of his flaming breath. Three things will be needed for the potion: A piece of amber, the horn of a Minotaur and the tip of a Wyvern's tail. When you have these items, find the potion maker who dwells somewhere within these caves and he will prepare the magical mixture for you. Of where to find the horn and the tail tip, I know nothing, but I can help you with the amber." He removes a bead necklace from his neck, saying: "These are quite worthless, but Fire Imps love them for some strange reason—you may be able to trade. These Fire Imps also love to collect amber, one of the items you need." Revealing a secret door he continues "Travel West along this passage and you will soon meet the Fire Imps."

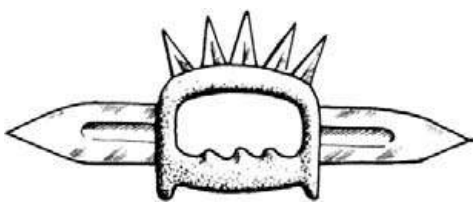
Make a note under the headings: "Potion reference: Minotaur Horn—168".

"Potion reference: Wyvern's tail—119".

Will you now:

Thank him for his help and follow the passage West? Turn to **189**.

Decide that this may be a trap and leave by the North Door? Turn to **96**.



143

The evil dragon stares even deeper into your eyes. You try to resist with all the will power you can muster. You concentrate on your homeland and the friends you have left there. Finally, with great difficulty you break the power of the dragon's charm. Now you must fight him to the death. You charge forward brandishing your sword, bracing yourself for his blast of fiery breath. Surely enough, you are engulfed in flames-your breaking of the charm was only an illusion created by the dragon to trick and tease you. As the heat chars your body, the dragon lurches forward and opens his large, stenching, tooth filled mouth . . . your adventure ends here!

144

As the noise draws closer, you realise that it is the steady beating of large leathery wings-this could be Dagmor the Terrible returning to his lair and you don't yet have all the equipment you need. Will you:

Make a run for it and try to escape? Turn to **73**.

Stand where you are and fight the creature entering? Turn to **197**.

145

Did you listen at the door before being invited in? If you did, turn to **120**. If you did not, turn to **193**.

146

Closing the door behind you, you head along yet another dark tunnel which gently winds its way North-Westwards. After a couple of sharp turns in the tunnel, though still on a North-West course, you arrive at another chamber. Turn to **180**.

147

Turn to the number given you under the heading: "Troll information".

148

This apology seems to have calmed him down a little. Looking you carefully up and down, he asks you "What is your purpose in these caves? I seldom get visitors and when I do, I like to know who they are and what they are about!" Will you:

Tell him your name, saying that you've come to slay the dragon? Turn to **156**.

Tell him your name and ask if he might be the Potion Maker? Turn to **95**.

149

With your ear pinned to the door you strain to distinguish any sounds, but as you check one more time, you hear a noise which you can only make out to be some sort of movement. Other than that, it's hard to tell. On your guard, you carefully open the door. Turn to **121**.

150

Taking the key given you by the Fire Imps, you place it in the lock of the heavy door. Turning it slowly anticlockwise, the anticipation builds in your mind. With a clink-clink the lock is opened and the door swings inwards to the awaiting dimly lit passageway ahead. Your heart beat rises with anticipation. Turn to **198**.

151

With all your might, you leap forward and up in an attempt to strike him in his face with the torch. Your effort is rewarded and once more the torch scorches his face and screaming he staggers to the side giving you your chance to escape along the tunnel leading North-West. Turn to **167**.

152

He stares deep into your eyes and he stares some more, then he stares again. He asks you sweetly to step forward and you do so. He doesn't seem so bad a dragon as everyone made out, quite reasonable in fact. You have been charmed by the mighty Dagmor the Terrible and are now under the power of his will. Dagmor looks you up and down and says: "Toasted, I think." You see a burst of flaming breath streak towards you but you are unable to move. With you and your clothes burning and smouldering, the dragon sprawls forward, opens his large stenching mouth and your adventure ends here!

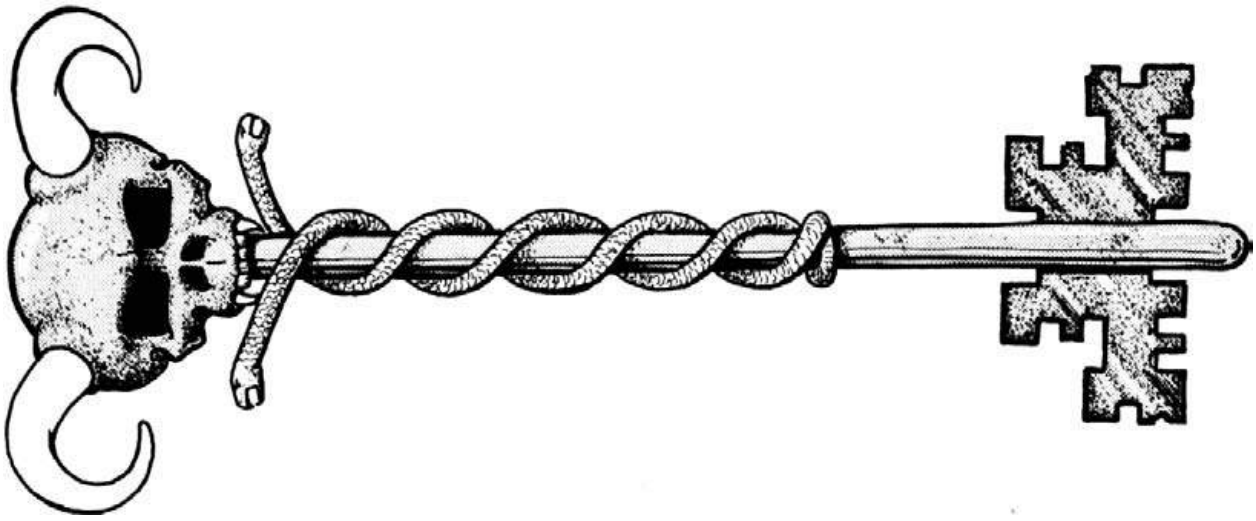
tress and fall gratefully asleep. After some time you are awoken by the old man who presents you with the completed potion. "Here" he says, "Take this just before you fight the dragon, it will greatly reduce the effect of his fiery breath." You thank him profoundly and ask if there is anything you can do for him. He replies "Only slay the dragon. He has cursed me so that I may never leave this chamber or these caves. When Dagmor dies, the curse is lifted and I may leave." You thank him once again and. saying your goodbyes, leave by the other door in the North wall of his cosy little room. Turn to **70**.

154

You walk over to the glass case and blow away some of the accumulated dust. Something glistens inside and you decide to rub away more of the dust to get a better look. It is then that you see the helm inside. It is made of gold and very finely crafted. In the centre on the front-piece is set a flawless golden gem. It is a topaz, reputed for its magical property of warding off evil spells. The helm must be worth a few thousand gold pieces at least. Will you:

Break the glass casing and take the helm? Turn to **36**.

First check elsewhere in the room? Turn to **194**.



153

You present him with the three items you have collected on your journey here and ask if it is true that these are the ingredients needed to make the potion of fire resistance. He examines them very carefully, nodding to himself as he does. Finally after long considerations he replies, "Yes, these will do the job admirably. Congratulations on acquiring them, it must have been a difficult journey." He then suggests you rest a while for he has much preparation and blending to do. You rest your adventure-wearied bones on his comfortable straw mat-

155

The defeated ogre slumps to the floor, dead. "Talkative or not, they're to be distrusted just as much as hobgoblins!" you think to yourself. If you are below your maximum strength score you may eat the meat from the spit as a meal to restore a maximum of four Strength points. Having searched around the rest of the room and found nothing of any use you leave by the only way out leading Eastwards towards who knows what future fate. The tunnel is quite straight but unlit as usual. After some distance you see a shaft of light in the distance ahead. It

is different to any other light you've encountered in these caverns and edging ahead cautiously, you enter a very large cavern chamber strewn with odd scatterings of loose rocks. It is now that you discover that the strange shaft of light is actually a beam of sunlight. Looking high to the chamber roof, you see a large hole through which the sunlight outside shines down. You've spent so long in these caves you've forgotten what real light looks like.

If you have discovered what may be found in this chamber, turn to **33**. If you do not know what may be found here, turn to **133**.

156

He tells you that not far away from here, in a "blue glowing chamber" dwells a very evil man indeed, whose only purpose in life now is to kill any strangers in the caves. This will, of course, include you. This man, he says, is said to be keeper of a magical sword of great power which he keeps hidden somewhere within his lair. But be warned-he is very sly and very evil indeed. Make a note under the heading of: "Blue glowing chamber: 89". Will you:

Leave by the North door in search of the sword? Turn to **70**.

Engage the old man in further conversation? Turn to **14**.

157

Quite soon the tunnel bends to your left, heading North-West. You venture on disgruntled by the old man. You didn't even challenge him. Perhaps he was as powerful as he said, perhaps he wasn't. You start to wonder if you should turn back and challenge him and just as all these thoughts are tumbling through your mind, the ground below gives way and in an instant you feel yourself falling-.a trap door. As you fall down this old shaft, you catch your shoulder and hips against the rock face. Deduct two Strength points from your present total. You land with a crash and a thud on the floor. Turn to **122**.

158

Within the blinking of an eye, the huge rock troll is on his feet and with club ready, he lunges forward to swipe at you. Not suspecting that the troll may have only been pretending to be asleep, you are caught unawares. The monster's blow strikes you hard. Deduct two Strength points from your total and then continue the fight. Turn to **105**.

159

You enter the chamber proper, and cautiously approach the apparently-sleeping dragon, and as you do so, he slowly opens one eye.

During your adventure so far, you may have collected one or more of the following items; using the list here, check what effect Dagmor's fiery breath will have:

Dragonshield: reduces fire damage by a quarter

Potion of Fire Resistance: reduces fire damage by half

Ring of Fire Resistance: reduces fire damage by a quarter.

You may have more than one item: in this case, add together the scores above to give the total protection you will have.

Now, you face Dagmor. If you are wearing the magic helm, turn to **60**; if you are not wearing the helm, turn to **52**.

160

You squat by the glistening pool and look carefully at and into the water. Testing it with you hand, it feels all right. You take a little sip and find it refreshing and so decide to take a proper drink from the pool. As the fresh water trickles down your throat, you feel a warm glowing sensation. Add three Strength points to your present total providing this does not take you over your maximum. Refreshed by your drink, will you

Leave the chamber by the North-West exit? Turn to **98**.

Leave the chamber by the North-East exit? Turn to **57**.

161

With your torch to light your way ahead, you travel Westward. Gradually, the craggy rock tunnel bends to your right so that after a short while, you are travelling in a Northerly direction. Turn to **8**.

162

The old man appears delighted. Thanking you profoundly, he shakes you by the hand. Trying to be astute, you suggest that he can now remove his patch and replace his lost glass eye. At this suggestion, he bursts out laughing—"This is not my false eye!" he explains. "I wear the patch because of blindness in my left eye." Holding the glass eye to his forehead, he continues, "With this eye I can see that you are here on a dangerous quest. As thanks for returning my all-seeing eye, tell me how I may help you?" Will you answer

How can I protect myself from the dragon's breath? Turn to **142**.

Tell him where I can find a piece of amber? Turn to **77**.

163

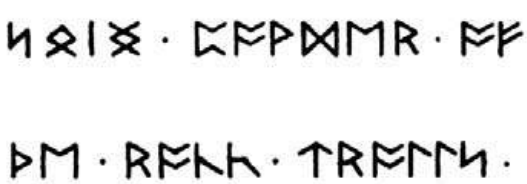
You are making your way to the North exit when there is a sudden flapping of air and almost immediately you are swooped upon by a large leathery winged creature. It drops what appears to be the remains of its last catch from its mouth and attacks you. Deduct two Strength points from your present total. You are now in combat with a Wyvern! Turn to **12**.

164

You decide that you had better move quickly. Taking the beads from your jerkin, you dangle them tantalizingly in front of the two glowing Fire Imps. Their interest turns to the beads. "Amber" you say, pointing to the necklace and waving your beads at the same time, hoping to suggest a trade. Turn to **61**.

165

The glyphs on the box are strange to you and it takes a little while to adjust to them. You concentrate and begin to make out certain symbols and you reckon that each symbol would represent a certain letter in your alphabet. Make a note of the glyphs which read as follows



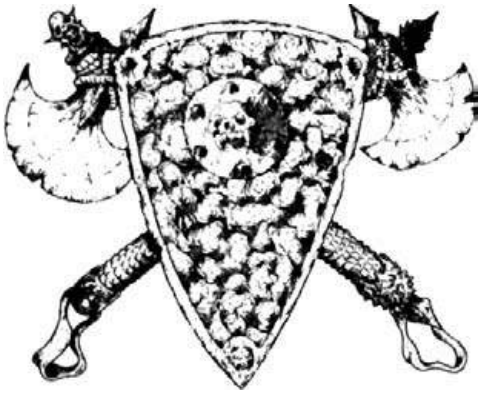
If you have found something to help translate these glyphs, turn to **138**. If you have found nothing to help translate these glyphs, turn to **47**.

166

Throw two dice. If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **116**. If they add up to more than your Fate/Fortune score, turn to **158**.

167

The North-West passageway curves gradually round to your left, till you reckon you are walking roughly Westwards. After a while you come to a dead end, but as you step forward to examine the dead end wall, the floor gives way under your feet-a trap door-and you find yourself falling down a craggy shaft. Turn to **102**.



168

Knowing that you need the Minotaur horn, you bend over the slumped body and with a sharp slice of your sword, you sever one horn from its head.

Make a new Special Reference under the heading: "Minotaur Horn: 31".

You leave the chamber and return to the T-Junction—turn to **43**.

169

Only the speed of your reaction saves you. After the "click" from the lock unlocking, you detected another faint "click"—presumably releasing the darts. Picking one of the darts up, you find it coated in some kind of sticky substance-poison, you reckon! You have just saved your own life. Inside the box you find a beautifully crafted sword in a jewelled sheath. You lift the sword out of the box and withdraw it from the sheath to test its weight and balance. Everything about it feels perfect and it is then that you notice an inscription etched on the blade-"Albus the Avenger". You have the sword you seek. Suddenly, the sword begins to glow and you feel a buzzing sensation pulsate through your body. Restore your Strength to its normal maximum. You are ready to face Dagmor the Terrible—or are you? Make a note that each time you hit the dragon with this sword, you will inflict four points of damage. Turn to **129**.

170

The ogre fixes you with a hard, mean stare and replies, "So did they all, but none have succeeded, so push off and leave me alone." "He's quite right" you think to yourself "no-one has succeeded yet—but there's got to be a first time for everything." Will you:

Question the ogre for further information? Turn to **199**.

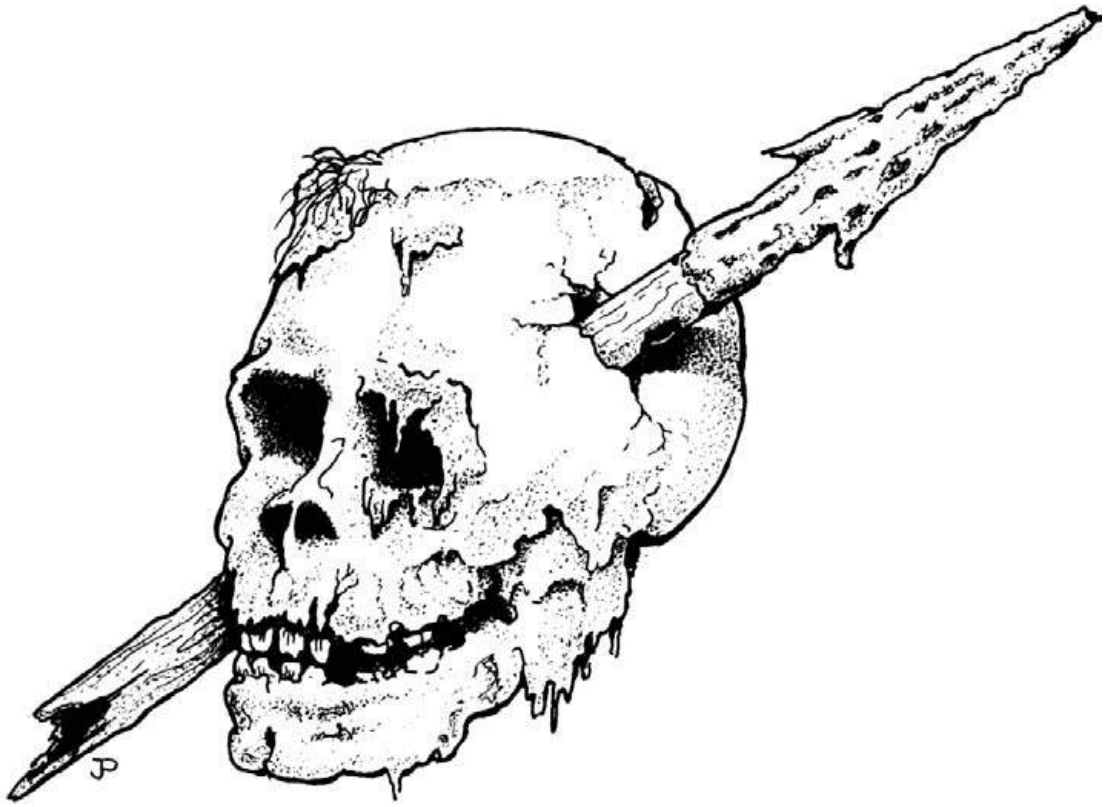
Leave the room? Turn to **7**.

171

You step through the doorway into a chamber lit by a faint red glow. It is rocky and barren with three exits, North, South and West. Turn to **134**.

172

Unsure of what may lurk ahead, you cautiously enter this strange chamber intrigued by the strange blue glow. To be safe as you travel through this area, you move slowly, quietly checking the way ahead of you. Suddenly you hear a faint noise behind you. Throw two dice. If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **29**. If they add up to more than your Fate/Fortune score, turn to **106**.



173

Your only choice is to try to barge the door down. It's heavy and looks quite solid but you feel capable of breaking it. Bracing yourself for a charge at the door, your curiosity is getting the better of you, as you surge forward to ram it with all your might. Throw two dice, if the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **93**. If they add up to more than your Fate/Fortune score, turn to **190**.

174

Victorious, you look around the cave once more, but find nothing else of interest, and so decide to leave—turn to **86**.

175

You knock three times on the door. You reckon that whoever is in there must have visitors from time to time, so they would not think a knock unusual. They may even be expecting someone and who knows, three knocks could be the signal. You are brought back from wishful thinking to reality as you hear someone answer in a rather undistinguished voice "Come in, if you must!" Turn to **67**.

176

	Dexterity	*Strength*
DAGMOR THE TERRIBLE:	16	13

If you win, turn to **200**.

177

Now that you have established your bearings and situation, you must make your next decision. Will you:

Move in to examine the pool more closely?	Turn to	**160**.
Leave this chamber by the North-West exit?	Turn to	**98**.
Leave this chamber by the North-East exit?	Turn to	**57**.

178

He says that he is reluctant to tell you but as you appear to have the upper hand, he will. He tells you that he serves a dragon—the mighty Dagmor the Terrible!—who lives deep within the caves. The dragon's lair lies beyond a large cavern where natural sunlight pours in through a hole in the roof. If you find this cavern, continue North. Turn to **20**.

179

Will you now:

Examine the tapestry?	Turn to	**19**.
Examine the table and casket?	Turn to	**9**.
Examine the glass case?	Turn to	**154**.
Leave the room altogether?	Turn to	**118**.

180

As you enter the chamber, you notice that it is lit by what seems to be a circular ceremonial fire in the centre of the room. At the moment, the flames of the fire are quite low. The chamber is strangely shaped with certain areas still in darkness. It has three exits: North, South and South-East. Will you:

Leave?	Turn to	**86**.
Have a more detailed look around?	Turn to	**88**.

181

Throw two dice. If the numbers on the two dice add up to equal to or less than your Fate/Fortune score, turn to **84**. If they add up to more than your Fate/Fortune score, turn to **94**.

182

As you fall you only take a couple of minor knocks. Deduct one point of Strength from your present total and turn to **42**.

183

You continue on and down into the cave passage. The air is slightly moist but still and stale. It is dark, but cautiously you carry on. Turn to **58**.

184

Searching all around the chamber you eventually find, on a narrow, dark ledge, a long rectangular box—locked! Will you:

Use the key to open the box?	Turn to	**38**.
Check the box over first?	Turn to	**49**.

185

You are just about to leave through the Eastward exit when your sharp hearing picks up the ogre chuntering "Think you can slay the dragon, do you?" Sharply you brace yourself and swivel round just in time to dodge a large hunting knife coming your way. You prepare to meet his frenzied attack—turn to **128**.

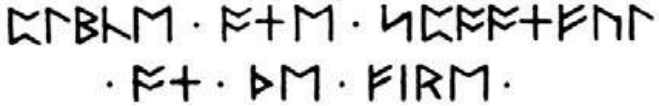
186

You search around the various nooks, crannies and crevices of the chamber. It appears to be plain, ordinary and empty but just as you are turning to decide which way to leave, you notice what looks like a small piece of sacking tucked away in a darkened corner. You cross over and pick up the sacking to discover that it is, in fact, a small rough cloth bag, and what is more, there appears to be something in it. You cautiously open the bag, place your hand inside and pull out, of all things—a glass eye! Replacing the eye and tucking the bag inside your jerkin, you decide to leave. Will you:

Leave by the East exit?	Turn to	**111**.
Leave by the West exit?	Turn to	**161**.
Leave by the North exit?	Turn to	**65**.

187

Carefully lifting the lid of the box, you find inside that it is filled with a red powder and also contains a small marble spoon. There are also glyphs on the inside of the lid, reading:



You can refer to item number **138** to translate them. When you have been able to translate them, will you:

Sprinkle some powder onto the flame?	Turn to	**3**.
Leave the chamber?	Turn to	**86**.

188

With a strong thrust you pierce the creature's tough skin and strike deep. Turn to **12** and deduct four points of Strength from the creature's total and then continue the fight as normal.

189

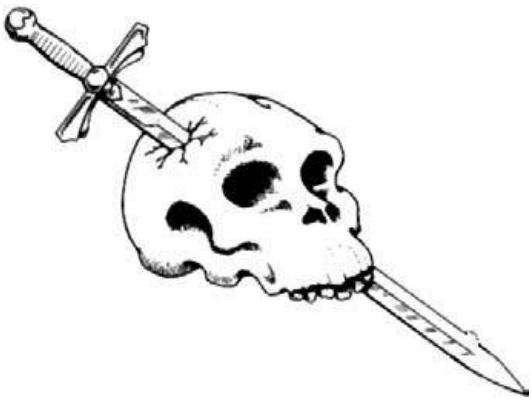
After saying farewell to the old man you edge your way West along the secret tunnel. The air is still, dry and musty. After a while you reach what appears to be another kind of secret door. Will you:

Open it and go through?	Turn to	**171**.
Listen at the door first?	Turn to	**46**.

190

With a heavy thud you crash against the solid oakwood door. It hardly moves at all. Your shoulder begins to throb and ache with the pain of the collision. Deduct two Strength points from your present total. There is no alternative but to forsake your curiosity and return to your travels. Turn to **43**.

DELEUW 88



191

You travel along the North-East passageway and notice that this path seems to have been little used in recent years. Here and there, gossamer cobwebs litter the walls and roof. Eventually you arrive at a small alcove. Will you:

Check out the alcove? Turn to **92**.
Continue around a bend and travel North-West? Turn to **123**.

192

Within seconds you see a large winged creature fly into the chamber from the North exit. It looks very much like a dragon in form and carries what would appear to be remains of its last catch in its mouth. However, a closer observation of this creature reveals that with its dark brown skin, red eyes and sting-tipped tail, it is in fact, a Wyvern-a distant relation of dragons. Landing on a ledge a little above you it chews the morsel it carried. It is too risky to leave and being careful not to be its next catch, you take your chance to climb the easy rising ledge-path towards it. Turn to **181**.

193

The old man looks you carefully up and down. After a moment, he pauses and asks "And just why do you consider yourself a friend, bold one?" Will you answer:

'I have come to slay Dagmor the Terrible'? Turn to **142**.
'I wish you no harm, but perhaps you can help me find some amber'? Turn to **77**.

194

Will you next check out

The table with the casket? Turn to **9**.
The tapestry on the wall? Turn to **19**.

195

Your thrust is too short and has no advantageous effect on the troll. As he stretches to his full height he becomes too tall to reach with the torch. You have no alternative but to fight with your sword and kill him here and now. Turn to **105**.

196

Looking closely at these strange creatures, you notice that one of them wears a necklace of amber gems. You are thinking of a way to obtain the necklace, when one of them steps forward saying "The likes of you are not allowed in our home. Away with you. Leave by the North exit or fight us and surely die!" Will you

Leave by the North exit as suggested? Turn to **27**.
Fight them? Turn to **100**.

197

You stand your ground and take your fate in your hands. Within seconds you see a large winged creature fly into the chamber from the North exit. It looks quite like a dragon in form and carries the remains of its last catch in its mouth. Almost immediately it spots you, drops the morsel from its mouth and swoops down towards you. Now you must fight valiantly for your very life. Turn to **12**.

198

You make your way down the dimly lit passageway, ready for the unexpected, or as ready as you can be. The passageway opens out into a chamber which appears to be empty except for a few scraps and bits of tattered cloth on the floor. You walk into the chamber to take a closer look at one of the scattered piles. Turn to **127**.

199

The ogre does not seem pleased by your continued questioning, saying "Leave me alone, I haven't got time for you. But if you want to know something, there is a nasty Wyvern which lives in the next chamber East of here." Looking around, you notice the only way out of the room is indeed a passageway heading East, as pointed out by the ogre, who finally chips in with "so will you push off and leave me alone!" Will you

Leave the room by the East exit? Turn to **7**.
Distrust the ogre and challenge him to fight? Turn to **128**.

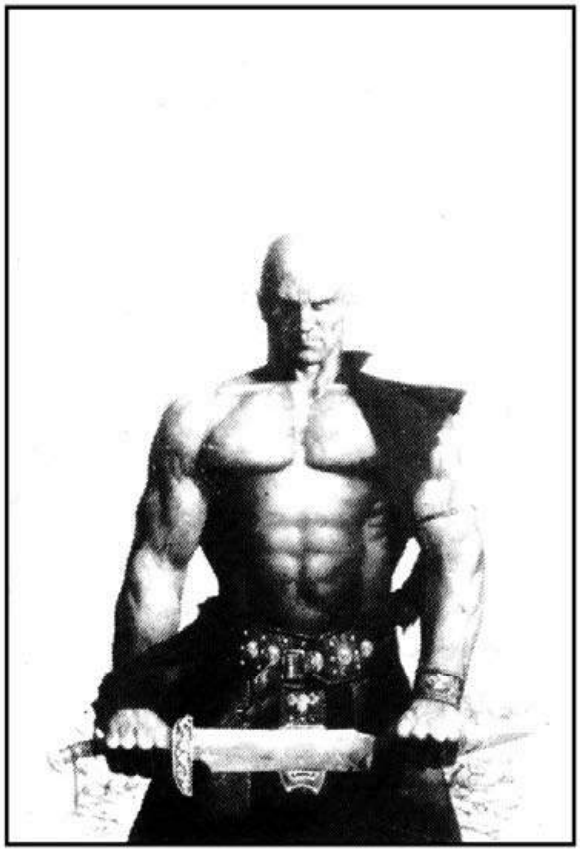
200

At last a champion has been found to slay the dragon! Dagmor is now the 'Not so Terrible' and slumps with a dying hiss and a wheeze to the floor. As he does so, the floor shakes and shudders from his mighty weight, and gold coins and trinkets from his massive pile of treasure slide down the mound in a mini avalanche. Taking a few trinkets and jewels for your trouble, you become aware of a waft of fresh air. The little avalanche has revealed what appears to be an escape tunnel, obviously previously blocked by the huge pile of gold. Eager to leave, you slice off the dragon's head and make your way down this small tunnel, feeling the air get fresher all the time. At last you see a streak of sunlight ahead and shortly find yourself out in the open air. Free at last! Now you can return to the village of Mittleden to collect your reward and a hero's welcome, knowing that if you can slay a dragon, you can slay almost anything and your name will go down in the local history and folklore as the champion who slew "Dagmor the Terrible".

PROTEUS No.19

Another Complete Fantasy Adventure Game

PLUS ANOTHER FANTASY POSTER



More PROTEUS PERILS TO BRAVE

On sale Friday April 15

MESSAGES FROM BEYOND

As you know, PROTEUS is now monthly. Which means a monthly bout of 'Messages from Beyond'—so get writing! We want to hear your news, views, moans and groans. The more interesting your letter, the greater your chance of seeing it in print. Write to Messages from Beyond', PROTEUS, 6 Church Street, Wimborne, Dorset BH21 1JH.

Dear PROTEUS,

Before I make my complaints, I'd like to say how enjoyable I find your magazine. I have all the issues except for No. 2. Your posters cover my wall along with a mixture of others I've collected from various magazines.

However, the substance of your magazine could be said to be immature. As the letters seem to say there are readers, like myself, who are 15 or 16 and although according to the bookshops we shouldn't be reading solo gamebooks, we still find solo adventures a relaxing difference to D & D or other r.p.g.s. Why not try and fund your readers' knowledge by a readers' poll which should include age and gaming experience.

Secondly, why not try articles on simple role playing, even turning your own miles into a group system (which I'm working on for a group of my brother's friends). Magazines such as PROTEUS are the first stepping stones for more complicated role playing games and the hobby still needs swelling with younger gamers.

Thirdly, I'd like to express my views on the Sci-Fi debate. Sci-Fi is just technically-advanced fantasy. Both deserve just the same recognition in both gaming and your magazine.

I hope you find these points helpful.
Neil Brannagen,
Coundon,
Coventry.

Dear PROTEUS,

This is Elric of Melniboné—alias Aragorn son of Arathorn, writing to you from the great fortress on the borders of the Black Lands hailing you for your success on such a magazine.

Although it has been a long time since I've collected this publication (my last one was No. 5) I find that it is still the same excellent value. The adventures are much the same as the best gamebooks with one thing that sets them apart—the puzzles. Some are very cleverly written and I took ages and ages over the winged sandals one in issue 16.

There are, however, two annoying things about PROTEUS and the first is an echo of two letters in issue 16. Maps! Give at least rough estimates of distances since map-making is becoming as hard as your puzzles. secondly, the art on some of the pages is horrible am not saying I could do better, but . . .) although the posters are brilliant-why cant you have black and white illustrations of the same standard?

Now a question: I'd like to know why in PROTEUS you now have to add only 6 and 12 to the dice rolls when it used to be 8 and 15 which I thought made it better. Also, what happened to the Courage statistic?
Shehzad 'Schizophrenic' Yousaf,
Slough,
Berkshire.

To answer your questions—we changed the Dexterity and Strength scores in order to make the game more realistic (i.e. harder!). But of course it you prefer adding 8 and 15 instead of 6 and 12 then please feel free to carry on! The Courage statistic was thought to be irrelevant as PROTEUS readers need no measure of such a strength. Obviously it you read PROTEUS you're pretty courageous already.

Dear PROTEUS,

A few points:

1. PROTEUS was an ancient Greek god that could change his form to avoid foretelling the future (as you well know, page 45, Issue 1) so the difference between fantasy and fiction in your magazines isn't important because of your namesake.

2. PROTEUS No. 13 was a good mixture of fantasy and Sci-Fi but still wasn't hard enough.

3. Let's see some adventures that are outside the realm of hack and slay fantasy and sci-fi. E.g. Nuclear holocaust, villains and vigilantes theme, 20's theme, etc.

4. Let's see some more artwork in the middle posters (my little brother can do better).

5. Please put my brother's and my address into the pen-pals section. If your magazine was up to the Australian standard you might get a bit more business over here.
Brian and Cohn Kop,
Western Australia.

We'd have loved to put you in our pen-pals section, but you forgot to enclose your full postal address. Never mind, we hope you appreciate our efforts to meet Australian standards.

Dear PROTEUS,

I'm just writing to congratulate you on the excellent job you're doing. Talk about innovated! Is the first issue now worth a helluva lot?

I want to bless you on such an excellent array of intricate and whimsical pictures. What would be a really wise step later on in your career would be to incorporate your talents with a software company for a PROTEUS text adventure.

Enough of my trivial meddlings. The infidels are invading Troggle Ville and they must be stopped! Rig the catapults men!
Roy Campbell,
Beckenham,
Australia.

Dear PROTEUS,

Issue 17 of your mag was very good, but I do have one criticism: your usually good artwork seems to be slipping. Please do something about it-more Mark Dunn please.

Darren Grocke ('Messages from Beyond' No. 17) needs his head examining. Of course you can put Sci-Fi in PROTEUS if the story is good enough.

Someone in last month's mag said your combat system was bad. I'm not saying you should change it but it would be nice if there were two systems, a simple foolproof one (the present one) plus a more complicated and involved system. So when a creature is encountered its status is shown in both systems.

You printed my letter last month (thank you), but you edited out a lot of it which means I'm not in a very good mood. So print all this or I'll do something drastic.
Stefan Install,
Hollywood,
Birmingham.

Sorry you're in a bad mood Stefan. By way of compensation we've decided to print this letter too, which you'll note is also heavily subbed. If we were to reprint readers' letters as they stand, there wouldn't be enough room in PROTEUS for the adventure! Incidentally, have you heard of Brevity, Clarity and Courtesy?

Dear PROTEUS,

I am 14 years old and I love PROTEUS and FF. I must congratulate you on No. 16 'Escape from Scarpathia'. My favourite artists are Alan Hunter and Dave De Leuw. I've been buying your mag since issue No. 1, but this last issue was the first time I've completed an adventure.

Print my letter or I'll send my pet goblin round.

Alan Orr,
Rutherglen,
Glasgow.

Despite the fact we've printed your letter, please still send your pet goblin round. Our little office sprite gets very lonely sometimes and things go wrong when he's bored, so wod53428656 xdas$8*7$£120)&£gddsgf!

Dear PROTEUS,

A complaint about your artwork: each artist has his (or her, can't be sexist here!) style of drawing and we get a mixture of illustrations in PROTEUS, I feel it looks a bit strange. I'd prefer to see just one artist's style illustrating each issue—using a different artist each month.

Also, is there any chance of you doing a full length comic strip type adventure?

Jason Hum,
Answorth,
Notts.

An interesting point about the artwork Jason. What do other readers think? Judging by other letters we receive you all seem to have very varied tastes concerning the style of artwork used in PROTEUS. By limiting ourselves to one illustrator per issue, we would perhaps be in danger of limiting the appeal of the issue as a whole.

If you would like to advise readers of your club or role- playing group, or ask if anyone is interested in forming a group in your area write to Club Corner, PROTEUS, 6 Church Street, Wimborne, Dorset BH21 1JH.

I am a 13-year-old cleric called Allanon who would like to join a D & D club in the Manchester area, so would you please print my letter in your 'Club Corner'.
Darren Duguid,
[redacted],
Longsight,
Manchester [redacted].

I have just discovered PROTEUS! For my purposes, PROTEUS is the greatest thing since sliced bread. Why? Well . . . I am Dungeonmaster of a newly- formed (all learners) D & D group here at Old Folks Home! No kidding. Actually the group consists mainly of younger relatives and staff. What can one do with a bunch of females I ask?

Be that as it may, we are holding 'ORCFEST '88' here on 18th June; the object being to raise cash for the old 'uns. This will be done mainly through entrance fees (30p) and canteen sales. In this connection I would be most grateful if you could give us a bit of a 'plug' in your magazine. Clubs and organisations attending (at the time of writing) are: Darlaston Dragons, Balrog Banter (live role-play), Mailed Fist (live role-play), Happy Hobbits and a nameless local club. Dealers include ABBETA, M & M news, Portage Miniatures and Concept Publications. there will be a painting competition (single 25mm figure) and also a games trophy. There will also be second-hand stalls run by various individuals. Incidentally, our own newly formed group are in need of an experienced magic-user, thief and DUNGEONMASTER!

Any support you can give us through your magazine will be very much appreciated.

Jack Follows,
[redacted],
Stowlawn,
Bilston,
Wolverhampton [redacted].

I am mental over Fighting Fantasy and girls. I am really spunky and I think Sxi-Fi sux. If you are a girl and think Sxi-Fi sux write to me. I'm a boy.
W. L. Prestage,
[redacted],
Whitianga,
New Zealand.

Hi! I am 18 and looking for a female pen-pal, between 16 and 18. Write to:
Lee Thompson,
Glenthorne,
[redacted],
Erdington,
Birmingham [redacted].

Wanted! Pen-pals aged 15+.
Keith Hayes,
[redacted],
Grange Park,
Blackpool,
Lancs [redacted].

I am aged 12 and need a pen-pal of the same age, interested in Fighting Fantasy books, reading war, fantasy and sci-fi books.
Christopher Meadows,
[redacted],
Bromborought,
Wirral,
Merseyside [redacted].

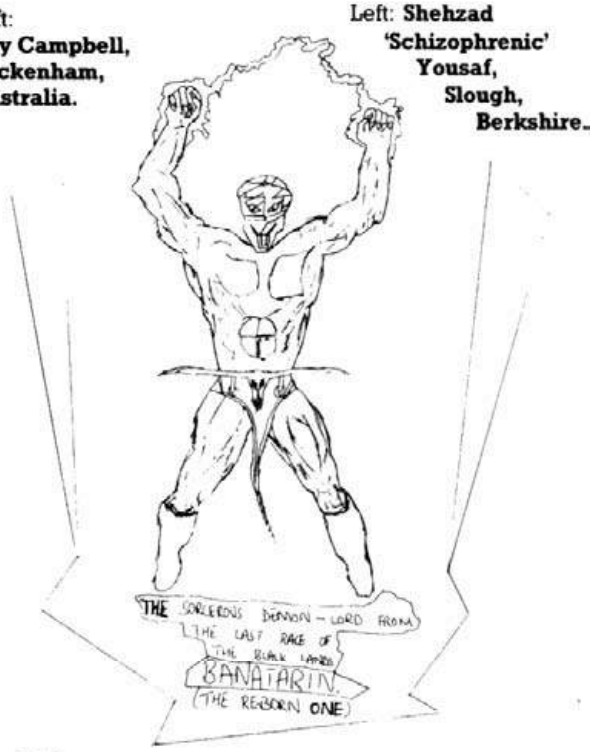
Pen-pals wanted aged 11-13 who are into role-playing books or sets. Also, anyone interested in fantasy stories. Write to:
Robert Parsons (Koth Strongbow),
[redacted],
Frimley Green,
Camberley,
Surrey [redacted].

MERKIN

MY DWAGON IS WERY LISTLESS, HE WON'T AMASS TWEASURE & HASN'T VAPOURWISED A KNIGHT FOR AGES
COULD IT BE THAT THE PROLIFERWATION OF HUMANS & THE INCURSION OF CHAOS HAVE WOBBED HIM OF HIS VITALITY?
NO, NOTHING THAT SERIOUS
WHOP
— KICK START NEEDS ADJUSTING
BLARRRGH

Left:
**Roy Campbell,
Beckenham,
Australia.**

Left: **Shehzad
'Schizophrenic'
Yousaf,
Slough,
Berkshire.**



Rogue's Gallery

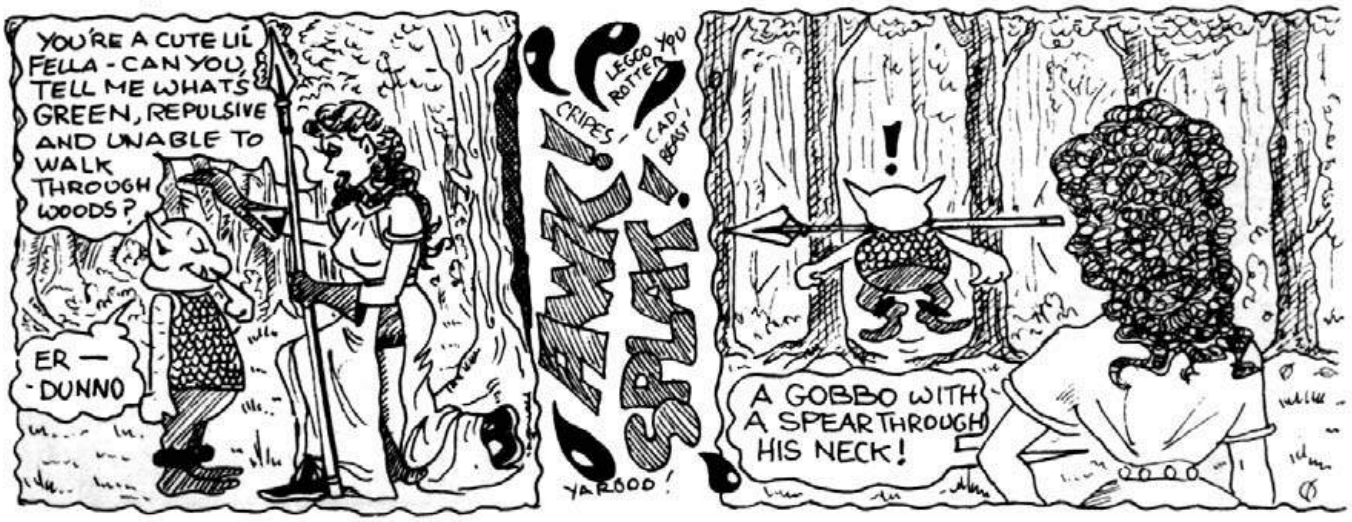
Once again, our 'Rogue's Gallery' of monsters, weaponry and other gruesome figments of fantasy, as drawn by our very talented readers. Keep 'em coming!

Right:
**Jason Hunt,
Answorth,
Notts.**

Above and Right:
**Brian and Colin Kop,
Western Australia.**

Below:
**Jack Follows,
Wolverhampton.**

Above:
**Julian Evans,
Aberdare,
Mid-Glamorgan.**


YOU'RE A CUTE LIL FELLA - CAN YOU TELL ME WHAT'S GREEN, REPULSIVE AND UNABLE TO WALK THROUGH WOODS?
ER — - DUNNO
CRIPES - LEGGO YOU ROTTEN CAD! BEAST!
SHAAA!
YAROOD!
!
A GOBBO WITH A SPEAR THROUGH HIS NECK!

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QUAZI DO DO
BANG!
MORIBUND!
I WUZ GAE
MEIN GOTT! DER FORTRESS IST KAPUTZ!!
MAKE WAR!
BANG!
THUD!
HUH!
MORIBUND?
BANG!
'YA! IST DAS 'STONECLADDING' EIN CRACKED!!'
'CAN THE SUBTLE SELF CONTROL BE SLIPPING!!....
EEK!
THUD!
WHERE IS THAT ODIOUS? CRETINOUS SUB-BEING!!? SAVE US YOU PILLOCK!
AH! HERE'S THAT BIRTHDAY PRESENT I FORGOT!
HISSSS!
BUZZ! HISS!
OWW! ♫ UVIN IN AMERICA ♫
GET DOWN
...'AND EVEN MORE SUDDEN'LY!!...'
A BLOW!
OWZAT!
THWAK!!
AWWARK!!
SORRY OH HOLINESS I WAS LISTENING TO JAMES BROWN...
JAMES BROWN?? GO TELL THAT ARMY BASHING THE FRONT DOOR I'M WASHING MY HAIR!
HAIR?
"THE DOORBELLS HAVE SHATTERED AGAIN, MY LITTLE MORI!!"
666
OHHH! IT'S YOU MUM!
GET DOWN
STORY-IAN DOCKER!!! ART-MARK K DUNN

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High quality deep red vellum covered binders are now available to hold six issues of Proteus. Each binder contains six nylon fixings which will each retain an issue without damaging it and allow its removal at any time.

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